Dennison's

ARTY MAGAZINE

ECORATIONS · COSTUMES · GAMES · REFRESHMENTS

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IN THIS ISSUE ~

BY PARADE · FAVORS MADE OF CANDY

PARTY FOR CHILDREN · A GYPSY PARTY

NTERTAINING ON THE 4th OF JULY

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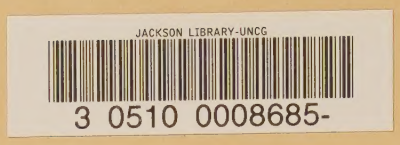
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PARTY MAGAZINE

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About the Next Issue

The October-November number of the Party Magazine will be the next one and it will contain all sorts of intriguing ideas for entertaining on Hallowe'en and Thanksgiving. "A Ghosts' Convention" promises real thrills and among the other suggestions will be parties for large groups such as school classes and community clubs as well as simpler parties for those who entertain at home.

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All ready for a Glorious FOURTH

1 - A swan doll carriage and its youthful owner win favor with the judges.

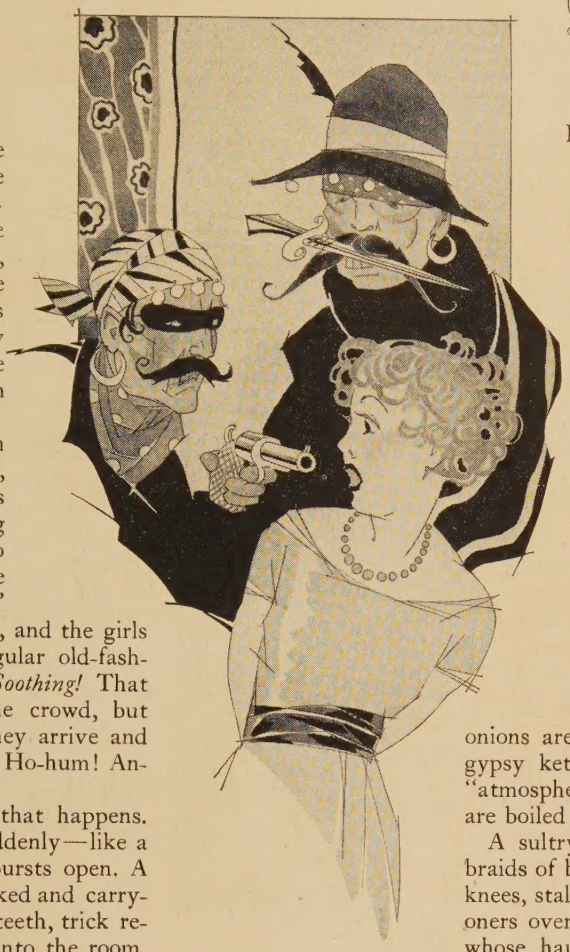
2 - A young aviatrix in her prize-winning "Spirit of Roses."

3 - The hit of the parade — an animal cage built over an express wagon.

4 - Young America celebrates the Fourth in a costume of red, white and blue.

A Gypsy Party — A Surprise for Your Guests

BY
BEATRICE PLUMB



SURPRISE is hardly the word. Your guests are struck speechless, senseless and all of a heap! They are astounded and dumbfounded, electrified and petrified! The thing staggers, stuns and slays them! The only reason they don't shriek is because those thieving gypsies have taken even their breath away.

You first invite them to an informal party at your home, choosing a date when there is to be a glorious moon. You beg them not to dress up. It is to be just a quiet little affair. The boys might bring their "ukes" along, and sing to the moon, and the girls their needlework. Yes, a regular old-fashioned, homey evening. . . . *Soothing!* That doesn't sound so good to the crowd, but they'll try anything once! They arrive and settle down to being settled. Ho-hum! Another Slow Party!

But it is the unexpected that happens. And in this case, it comes suddenly—like a thief in the night. The door bursts open. A murderous-looking gypsy, masked and carrying a fake knife between his teeth, trick revolvers in each hand, jumps into the room. He is followed by a strong and ferocious delegation from his camp! Every member of his band is masked and armed. Each has a fierce false mustache, a pair of gold cardboard earrings, a brunette complexion, a gay head kerchief, a gayer sash and a killing manner.

KIDNAPPED! At the point of the gypsy king's revolver, each guest, in turn, is brusquely blindfolded with a red bandana handkerchief. The prisoner's wrists are securely tied behind with a square of red or yellow cheesecloth. Then the kidnapped ones are herded outside where either a number of automobiles await them or, better still, a "gypsy van" which is a wagon or school bus rigged up with gay posters and curtains to resemble the real thing.

THE GYPSY TRAIL. The average young person does not have to be psychoanalyzed to reveal a suppressed desire to be a gypsy. Before the gypsy van has jogged around the corner, everybody is blindly happy! Who wouldn't get a kick out of a wild idea like this? Those gypsies! Who could the handsome scoundrels be? Romantic vagabonds! Oh, to be free!!

The Camp

THE gypsy camp is pitched in a nearby field or park. As the prisoners alight, gypsies unbind their eyes and wrists. The camp in all its romantic squalor greets their astonished eyes.

An open fire burns in the center of the field. Rugs are placed around it, empty crates, logs—anything that will serve as a seat. A dilapidated tent flaps a little to the rear. Lines of dingy "washing" and strings of onions are the chief decorations. A gypsy kettle on a tripod is not just "atmosphere"; for, later on, weinies are boiled in it.

A sultry-looking gypsy, with long braids of black "hair" reaching to her knees, stalks around looking the prisoners over. She is the fortune teller, whose haunt is an improvised tent made of dingy-looking drapes, illuminated by the light of one smoky lantern. The gypsy van is brought within the fire-lit circle; for, when the prisoners have been initiated into the camp, they will receive a "hand-out" from the door of the van.

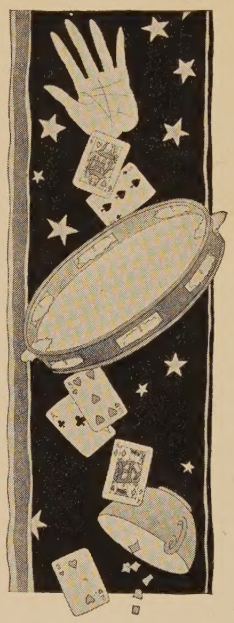
GOING GYPSY. The prisoners are led before the fiercely-scowling gypsy king, who announces that a sheriff is watching the camp, and therefore to avoid arousing suspicion, they are to immediately "go gypsy." They can disguise themselves by using the bandana handkerchiefs that bound their eyes and the red and yellow cheesecloth that tied their wrists. These are to make head-dresses and neck-scarves.

Rolls of red and yellow crepe paper, also tissue, gold and silver paper and cardboard, strings of colored beads and several old fringed shawls, together with scissors and pins, are in an old laundry basket. The king tells them to make use of the contents—and make it snappy! In ten minutes, he will have them pass in review before him and if one looks like a white man's child, that one shall be despatched with speed and accuracy.

It Is to Laugh!

GYPSIES have light hearts. The review over, the king decides to put the prisoners through their paces. They form a circle, holding hands. He stands in the circle with a large open handkerchief in his hand. He announces that everyone must laugh gaily and continuously while the handkerchief is up in the air, but must stop immediately the very instant it touches the ground. He throws it very quickly, glaring ferociously all the time. Those who laugh out of turn are banished from the circle, and made to sit on the ground to await further discipline.

Graded lessons in laughter make these outcasts realize that laughing in the wrong place is no laughing matter! They are made to stand before their companions and give "solo laughs." The king points to first one and then another, inviting each to laugh like some particular type of person—a flapper, for instance, or a clergyman, schoolma'am, actress, gypsy, etc. Or he asks for some special brand, as a sarcastic, sardonic, mischievous, hardboiled, nervous or forced laugh. It will be found that no effort at all is required to give the last-named!



Gypsies Have Light Heels

THE kidnapped ones form a circle as before, all joining hands. The king stands in the center, holding a piece of rope about twelve feet long. The other end is attached to a heavy wad of paper, a rolled-up magazine, or a bean bag. He swings the weight in a circle, on the ground. The players attempt to jump the cord every time it comes around. As the players are touched by the flying weight, they either leave the circle or are given just one more chance to "keep on the jump."

Gypsies Have Light Fingers

THE gypsy king now directs two swarthy members of his band to march the prisoners to the camp fire, putting the girls on one side, the men on the other. During the confusion of seating them on logs, crates or the ground itself, the king whispers darkly to the men that a real gypsy can steal ANYTHING. He adds that a count will be taken at the end of the evening, and the prisoner with the most "pickings" in the form of handkerchiefs, vanity cases, ribbons, jewelry or anything else stolen from the girls, will be handsomely rewarded. He warns them to maintain the greatest secrecy, so that the victims may suspect nothing. Then he watches for a convenient opportunity to slip over and tell the girls to rob the men of anything they can get away with! This wholesale thieving continues throughout the evening, the winners being rewarded with a Gypsy Charm, which, when worn around the neck, is guaranteed to keep the wearer out of jail!

Gypsy Secrets

HERE is a chance to give the poor prisoners an opportunity to rest a bit around the camp fire. The crowd is already divided into two groups, the men on one side of the fire, the girls on the other. Each group now elects a leader and chooses some special object to be stolen while out on an entirely imaginary raid upon the town. This proposed "steal" must be kept a deep, dark secret from the members of the rival group.

A member of the girls' camp is sent over to the men to be quizzed. At the same time a member of the men's camp is sent over to the girls for the same purpose. Now to ferret out what that other thieving gang intends to steal! Each member in turn may ask the visiting delegate a question—a question which can be answered only by "yes" or "no." A referee is in each group to decide on the fairness of the questions. Of course the truth must be told and the one questioned must not hedge nor purposely hesitate in order to deceive. Finally someone will ask a question, the answer to which gives the carefully-guarded secret away.

THE victorious camp immediately demands a captive from the rival camp. They have a right to the person they were quizzing but if they wish, they can waive that right and order the immediate delivery to them of any member of the other camp.

After the object to be stolen has been guessed, another is chosen. For the second winning guess, two captives are claimed; for the third, four; for the fourth, eight! In this way the excitement mounts higher and higher, until some artful question worms out the final "yes" that completely breaks up the rival camp by making prisoners of all the remaining members.

Gypsy Serenade

THIS is the lost chord in static! The gypsy king has prepared duplicate slips containing the names of different well-known songs. These he has sorted and placed in two tambourines, a complete set of song-titles in each. The men draw slips from one tambourine, the girls from another. The king warns them that a particularly unpleasant gypsy curse awaits the one who tells what song he has drawn. On a signal from him, all start to promenade, softly humming their song and searching for another who is humming the same tune.

When a man discovers his partner, he immediately stops being a humming bird and becomes a songster! So does his mate. Linking arms, they sing their song as a duet at the top of their voices, thereby making themselves exceedingly unpopular with those who are still humming for partners.

Despite public opinion, however, they persist in raising their voices, for they know that even a moment's pause means a heavy forfeit.

One by one, those who hummed a solo join arms and sing a duet until the musical medley is all medley and no music. Finally, when the racket becomes unbearable, the gypsy king, himself, silences them for fear of that mysterious sheriff!

A suitable prize for the "hummers" who first discovered one another would be a big box of throat lozenges!

Gypsy Magic, of Course!

NOT only the clever friend who "sees things" in a crystal globe or reads with equal ease stars, playing cards or tea leaves, not to mention the amazing things written in the lines of the smallest hand! But "trick" magic—the kind that can be performed by any inexperienced person who has a confederate and a not-too-skeptical audience.

Magic Numbers

MAGIC numbers. This is the easiest of them all. The gypsy king casually mentions that one of his men is a mind reader. He calls him to come forward and demonstrate his ability to get anybody's number. He is then sent away while the others decide on some number up to ten. Suppose they decide on eight. The mind reader is called. "Hush up, everybody!" orders the king. "Give the fellow a chance!"

"Let 'em talk if they want to," says the mind reader. "It doesn't worry me. Their number was eight."

Again he is sent out. This time the crowd decides to go the limit and make it ten. Someone is sent to summon the mind reader. He appears, smiling.

"Just stand where you are!" orders the king. "Some of these folks think I tell you their number."

"Zat so?" grins the mind reader. "I'd knife 'em for that! The number is ten."

The solution is simple. Each time the mind reader appears in order to display his remarkable powers, the king greets him with some appropriate remark. The first letter of the first word discloses what number has been decided upon. In "Hush up" the first letter is "h", which is the eighth letter of the alphabet. Therefore the mind reader knows instantly that the number eight has been chosen. In "Just stand where you are," the letter "j", being the tenth letter of the alphabet, gives him to understand that the crowd has decided on ten. As easy as all that!

Magic Code

MAGIC code is a little more complicated, but easy to decipher when you know that every vowel has its own number of mystic taps. A, one tap; e, two taps; i, three taps; o, four taps; u, five taps. The consonants are learned, as the numbers were in the previous game, through the first letter of the first word of the apparently chance remarks of the leader.

The gypsy king sends the mind reader away while the crowd decides on some short active verb, as slap, jump, dance, sing, etc. The mind reader is then recalled and the king writes out this word in magic code. If all goes well, the mind reader immediately deciphers the code and acts out the verb decided upon.

Much depends on the gypsy king. There must be no meaningless talk. His conversation must consist entirely of short, "telling" remarks, in which anyone can have the last word so long as the mind reader gets the first!

Suppose the word chosen is "slap." Absolute silence is asked for and obtained before the signal is given for the mind reader to appear. The gypsy king, stick in hand, sits on a box gazing moodily at the ground.

"Sit down!" orders the king, and the mind reader does so, and gives close attention to the many meaningless scrawls and circles which the king is making with the end of his stick.

"Look well!" scoffs the king, then raps distinctly, just once, on a nearby log. "Pure magic!" chants the king, whereupon the mind reader jumps to his feet and proceeds to slap everyone in sight!

The words, "Sit down," gave him the letter "s", as an easy start. "Look well" added "l", followed by the one tap that represented the first vowel "a". Then by "Pure magic" a "p" was added and he had the completed word, "slap."

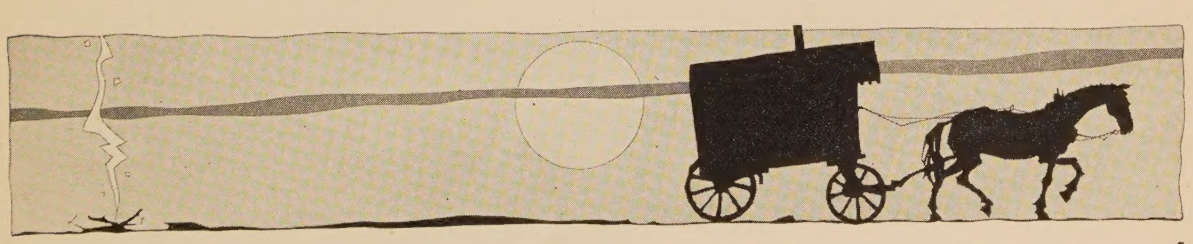
Palming Off

GYPSY palm reading should be "palmed off" on some poor innocents the minute the mystified audience has reached the point where it will believe anything. The king chooses about four victims and sends them away to await a call to have their past, present and future read, not by a gypsy "seventh daughter of a seventh daughter," but by his Romany self. He summons them one at a time. When all is in readiness, the first victim is called. The king takes her left hand in his, and after examining it carefully asks solemnly, "Do you see that line?" Of course she does. He points to another and asks still more solemnly, "Do you see that line?" Again she admits that she does. Finally, after an awful pause, he points to a third line, and questions in sorrowful tones, "Do you see that line?" By this time she is wishing that she didn't. But she dare not evade the truth. "Yes," she falteringly confesses. "Do you know what that shows?" he asks. "No," she shivers. "It shows," says the gypsy king in a blood-curdling whisper—"It shows that you are not blind!"

Seeing Stars

GYPSY astrology is another trick game that all enjoy, even the victim. He is asked to lie down on the ground and his head is covered with a coat. The sleeve is held up open to form an imaginary telescope, and he is asked to look through it to see if he can discover any stars. Whether he can or not, he gets an eyeful, for the gypsy king pours a thimbleful of water down the sleeve!

Continued on page 36



Rafts of Ways to Shower the Bride

BY FRANCES GUERBER

DO YOU know that more "fatal steps" are taken in June and September than in all the other months put together? Of course, this epidemic of September weddings means a showery month for August and when there are several brides-to-be in the same circle of friends the problem is—how to present showers that are different. "A Shower Barrel," "The Rocky Road to Wedded Bliss," "Rafts of Good Wishes" and "A Tea Party" offer originality and variety.

The Shower Barrel

THE guests are asked to come in a group wearing raincoats and galoshes and carrying open umbrellas. The hostess invites the bride to dinner and to play an informal game of bridge with two other friends. After dinner they wander into the living room presumably to arrange the cards and bridge table. The door bell rings! Quite casually the hostess says, "Will you answer the door, Beth?" Can you picture Beth's surprise when instead of the expected two, she finds twenty-two girls all wearing raincoats and carrying open umbrellas? The bride is told that a heavy rain has fallen and she is hustled out to the "Shower Barrel" to see what it has caught. The barrel, gay with streamers and flowers, has this sign tacked across the front:

A faithful shower barrel am I.
What treasures I have caught!
Lift up my lid and you will see
The drops the shower brought.

The bride takes out the packages, one by one, and opens them. Each gift is wrapped in blue crepe paper with a large silver paper raindrop pasted on it.

The Rocky Road to Wedded Bliss

THE furniture has been removed from the living room and at one end, mounted on a platform of boxes, stands the "Throne of Love." This is not to be mistaken for any ordinary chair, for a huge sign bearing this imposing title is hung directly over it. The chair itself is very ornate—flowers, cardboard cupids and bows of ribbon combine to make it charming (?). The cupids are fat and smirking and have long yellow paper curls and chicken feather wings. The flowers are odds and ends salvaged from ancient millinery wrecks. Leading up to the throne is the rocky road o'er which the bride must wend her way. The rocks are gifts padded with cotton and wrapped with stone gray crepe paper. Each rock is numbered and contains a gift and verse representing some episode of her future married life. A wheelbarrow is offered the bride and she trundles it up the path to bliss stopping en route to gather up the stones. When she reaches her goal, she mounts the throne and one by one opens the gifts.

The verses and gifts may be as follows:

THE WEDDING
The blushing bride will hide her face
Within this fragile piece of lace.
(Lace handkerchief)

AT THE RECEPTION
To look your best take every care;
His old-time sweethearts may be there!
(Vanity case)

THE HONEYMOON
You'll need this little whisk of hay
To brush the grains of rice away.
(Whisk broom)

FIRST MEAL AT HOME
Your husband is a hero! Look,
He even eats the food you cook.
(Cook book)

THE FIRST QUARREL
When hubby starts to scold and growl
Gag him with this little towel.
(Guest towel)

END OF THE FIRST MONTH
He'll claim that you proposed to him;
In Leap Year your defense is slim.
(Rolling pin)

END OF SECOND MONTH
Don't forget that while you're cooking
You can still be quite good looking.
(Flowered apron)

END OF FIRST YEAR

After a year of wedded bliss
You'll need a little change like this.
(Penny in a coin purse)

END OF SIXTH YEAR

Your youthfulness just never skids—
And here you are with two big kids.
(Pair of gloves)

END OF SEVENTH YEAR

Of course, you "wooden" want to spoon
On your wooden honeymoon.
(Wooden salad spoons)

END OF TEN YEARS

You've stood him now for "tin" long years,
It "panned" out well, so calm your fears.
(Tin pans)

END OF TWENTY-FIVE YEARS

You're happiest now, and love is booming;
Each finds the other is "Just Human."
(Silver Spoons)
(the joint gift of the group)

A Raft of Good Wishes for the Bride

NOT until she is seated at the table, does the bride realize that the luncheon is a shower and that she is the honor guest.

It is the "Raft of Good Wishes" that lets the secret out for, written on the billowing sail, is the above message and a-top of that is a flying pennant bearing the initials of the bride-elect.

The raft is a shower centerpiece, adrift on a sea of blue and green maline and it carries a cargo of love and linens for the bride-to-be. The linens, or lingerie if preferred, are rolled up in the mailing tubes which form the logs of the raft. These tubes are covered with gold crepe paper and are fastened together with crepe paper rope. The sail is made of pink crepe paper wired both top and bottom and bent out to look as though the wind has caught it. A kewpie doll, with arms stretched towards the bride, stands guard on the raft.

THE luncheon menu is written on pink cardboard hearts which also serve as place cards. The identity of the viands is disguised in loving terms. For example:

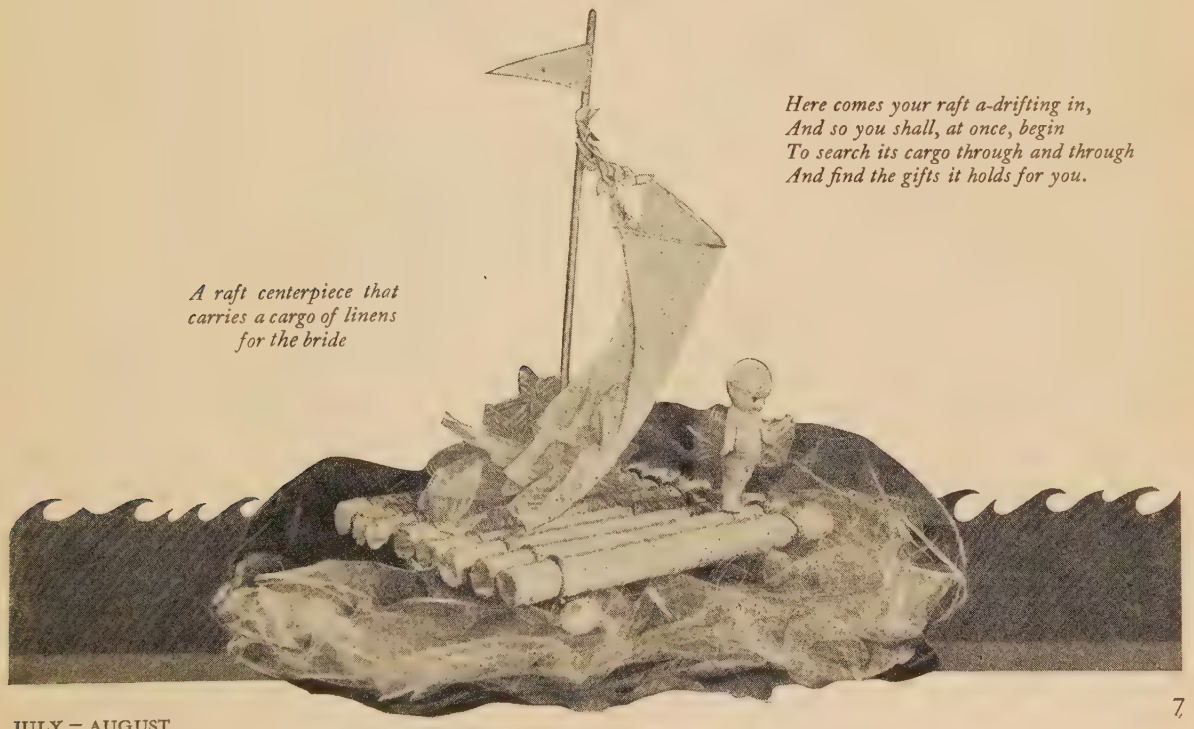
Sea of Matrimony.....(Bouillon)
Turtle Doves.....(Squabs)
Heart Beats.....(Buttered Beets)
Apple-of-my-eye.....(Apple Sauce)
Loving Pair....(Pear and Cream Cheese Salad)
Melting Glances.....(Ice Cream)
Kisses.....(Cakes)
Grounds for Divorce.....(Coffee)

A Tea Party

THE girls are asked to bring their sewing and spend a cosy afternoon chatting on the veranda. When it is time to serve refreshments the hostess asks the bride-to-be if she will please brew a farewell cup of tea for each of her spinster friends. Of course you have guessed that the tea set is the shower gift. This is brought forth on a gaily decorated tray with showers of pink and white cardboard hearts dangling from its sides. Tied to the handle of each cup is a tiny envelope containing a message of good luck and the name of the giver.

With the tea Cupid Salad and heart-shaped sandwiches are served.

To make a Cupid Salad, place a ring of pineapple on a leaf of lettuce and fill the center with the following mixture: Chopped celery, apples, walnuts, dates and mayonnaise. Cut small hearts from candied cherries or red beets and sprinkle them over the salad.



A raft centerpiece that carries a cargo of linens for the bride

Here comes your raft a-drifting in,
And so you shall, at once, begin
To search its cargo through and through
And find the gifts it holds for you.

Candy Favors that You

Candy Stick Clown

Candy Stick Clown

DRAW a clown's face on a circle of white paper and paste it to one end of a large stick of candy. Make the costume of two six-inch squares of blue and yellow crepe paper pasted together along the edges which follow the grain of the crepe. Slip this tube over the candy stick and gather it both top and bottom to form ruffs. To make the arms, cut two pieces of crepe paper 3 inches long and 2 inches wide with the grain of the crepe running the 3-inch way. Paste the 3-inch edges together and gather the sleeves around cardboard hands; then glue the arms in place. The hat is a tube of blue and yellow crepe paper turned back at the bottom and tied at the top with spool wire.

Banjo Lollypop

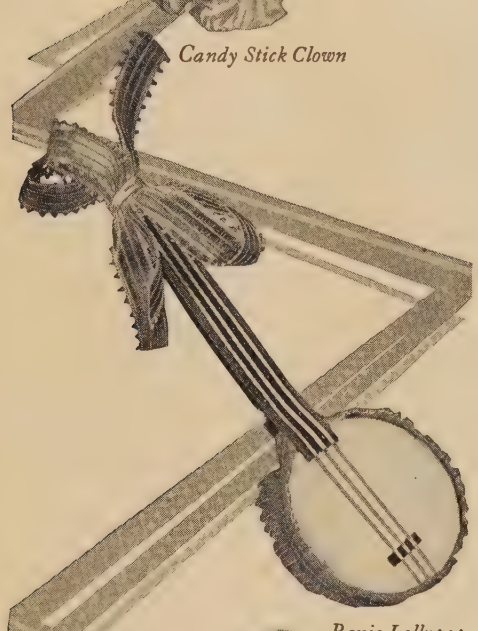
COVER the lollypop with smooth white paper and wrap the stick with black crepe paper. Cut a yellow tucked streamer to fit around the sides of the lollypop and glue it in place. Add a strip of black mat stock for the neck of the banjo and make the strings of narrow strips of gold passe partout binding. Finish with a bow of ribbon.

Dutch Peasant Girl

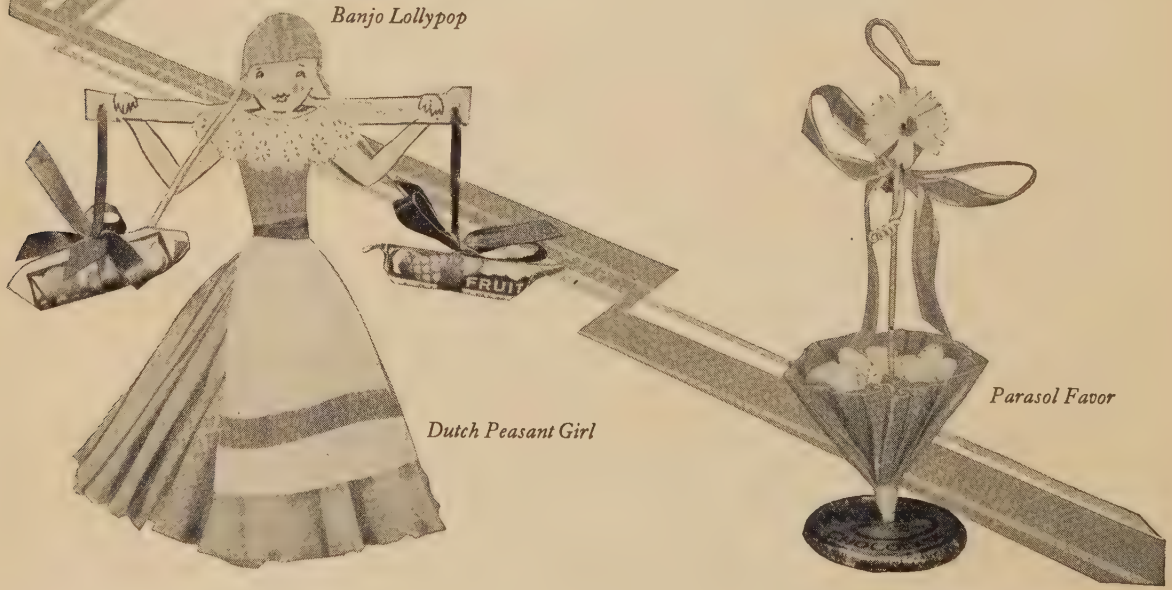
CUT the doll from white cardboard and draw the features with India ink (a celluloid or china doll may be substituted if preferred). Make the hair of strips of yellow crepe paper, twisting the ends to resemble braids. Dress the doll in a yellow crepe paper skirt and blue waist with a white apron banded in red. The lace collar is cut from a small paper doily. Imported candies are swung on ribbons fastened to the cardboard yoke.

Parasol Favor

WRAP a ten-inch length of No. 9 Wire with yellow crepe paper and bend one end into a shepherd's crook. Cut two strips of yellow crepe paper (light and dark amber) four inches wide and five inches long with the grain of the crepe running the short way. Paste the short edges of each strip together. Slip



Banjo Lollypop



Dutch Peasant Girl

Parasol Favor

them up over the parasol, stick and gather them around the wire one inch from the bottom, fastening them in place with spool wire. Cover this joining by wrapping it with crepe paper. Fasten an artificial flower and a bow of ribbon on the handle and place the parasol in a large mint patty. Fill the parasol with Jordan almonds.

Black Jack Sambo

Cut the head, body and trouser legs from black mat stock. Draw the eyes with white ink and cut the lips from red paper. Make the cap in silhouette style out of red and white mat stock and glue it in place. Cover the suit with sticks of Black Jack chewing gum and make a piccadilly collar out of white mat stock and a tie out of red crepe paper. Wrap a No. 7 Wire with black crepe paper, bend it in half and fasten the doubled end to the back of the doll, using gummed tape to secure it. Separate the ends of the wires and gum tape them to the backs of the trouser legs, allowing several inches of the wires to extend below to form ankles and feet. The shoes are red gummed hearts pasted back to back with the ends of the wires between them.

To make the arms, bend the ends of a No. 9 Wire into loops and wrap the wire with black crepe paper. Fasten it with gummed tape to the back of the doll. Bend the doll at the waist and knees to assume a sitting posture.

Piccaninny Licorice Doll

Decorate the box containing the licorice stick to resemble a piccaninny. Cut the head and feet from black mat stock and glue them in place. Draw the features of the face with white ink and red crayon, and make tiny red bows to paste on the pigtails. Cut a strip of red crepe paper 18 inches long and 2½ inches wide with the grain of the crepe running the 2½-inch way. Gather this around the box to form the skirt. Make an apron of white crepe paper with pockets of red gummed hearts.

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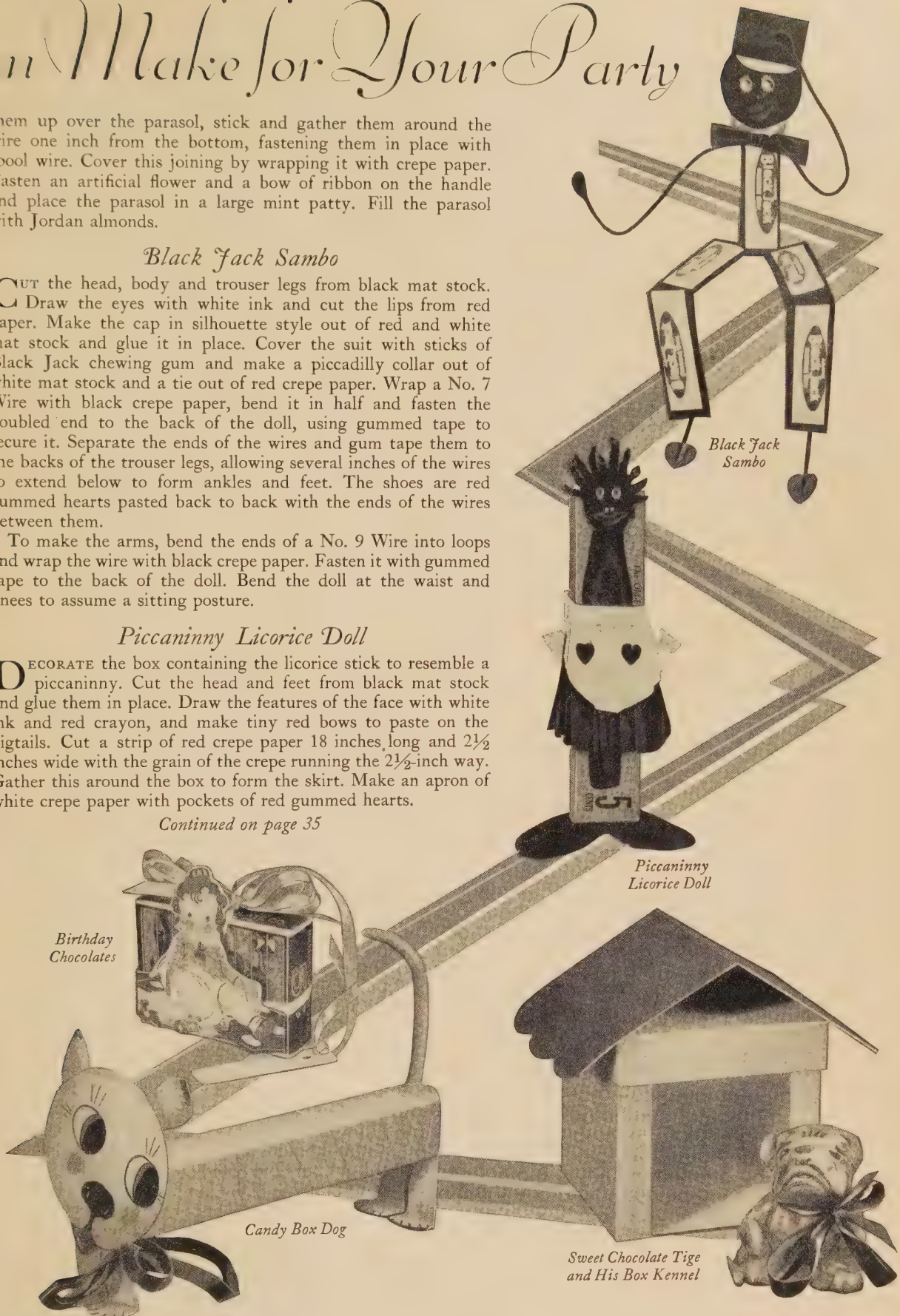


Black Jack Sambo

Piccaninny Licorice Doll

Birthday Chocolates

Candy Box Dog

Sweet Chocolate Tige and His Box Kennel

An Indian Pow-Wow

The hostess wears an Indian costume made of burlap

HAVE you ever entertained a group of husky ten-year-olds, and did they balk at playing Mother Goose games and hunting for the thimble? Probably you went to the other extreme—treated them as grown-ups and expected them to play a quiet, mannerly game of dominoes or cards, but found to your chagrin that the keenest competition was for throwing and dodging missiles and that law, order and general decorum had "gone to pot." Children aged from nine to twelve, boys especially, are not apt to stay "bottled up" and, unless a party is planned to their liking, will conduct it to suit themselves.

One young matron, the mother of a "perfect Indian," successfully entertained a group of vacationing youngsters at an Indian Pow-Wow. She intrigued their interest from the very first by sending them special invitations written with red and blue inks on tan colored wrapping paper. The printing was roughly done and interspersed with Indian sign pictures and symbols. These were then rolled into scrolls, secured with cardboard arrows and delivered in person by her small son, Big Chief Strong Arm.

The Stage Setting

WIGWAMS were pitched among the trees and arranged in a semi-circle around a clear space in which branches and sticks were piled up in preparation for the camp fire. The wigwams were made of old muslin sheets dipped in tan dye and decorated with Indian symbols roughly painted on in colors. Bows and arrows, fishing rods and Indian tom-toms (decorated toy drums) rested against the trees. Over the doorway of the camp an Indian blanket was suspended. On the steps and veranda were big pottery jars and Indian baskets filled with clusters of goldenrod and purple asters.

Costumes

THE youthful host, Chief Strong Arm, was clad in a khaki Indian suit and a gorgeous war bonnet of crepe paper. Leather moccasins covered his feet. The hostess, his mother, wore a brown dress of burlap with fringe trimming, a hair band of beads with an upright quill, a necklace of shells and bead work, and leather moccasins.

The Party

THE host and hostess greeted each guest with a "How!" at the entrance to the camp. Each child was given an Indian headdress made of crepe paper and an appropriate Indian name such as Blue Prairie Flower, Red Wing, Strongheart, Stalking Deer, etc. All were invited to sit around the council fire.

The first game was

The Smoking of the Pipe of Peace

THE "Pipe" was a clay pipe stuck in the end of a long pasteboard roll, which had been covered with brown crepe paper and trimmed with feathers. Big Chief started the game by saying to his neighbor, in a sing-song voice, "This is the way we light the Pipe of Peace," suiting the action to the words by pretending to take a burning stick from the fire and lighting the pipe. All repeated his words and action in unison. Then, with each set of words and motions repeated by the guests, he recited, one after another, the following phrases:

"This is the way we light and smoke the Pipe of Peace,"

"This is the way we light and smoke and inhale the smoke of the Pipe of Peace,"

"This is the way we light and smoke and inhale the smoke and exhale the smoke of the Pipe of Peace,"

"This is the way we light and smoke and inhale the smoke and exhale the smoke and pass along the Pipe of Peace."

At the last words, the Chief passed the Pipe to the next in the circle, who passed it to his next neighbor and so on. Before it reached the last one, however, a loud war whoop startled all and a gaily decorated brave, with bow and arrow, dashed up to the circle, calling

"Big Game Hunt! Big Game!"

THIS was the introduction to a lively game. The children were divided into two groups, hunters and animals. To each hunter were given a bow and paper arrows. Hunters then stood in a row with backs to the animals. The animals were given five minutes to hide. At the expiration of this time, the signal, a hoot from an owl, sounded and the hunters quietly stalked their prey. Each animal found was tagged with an arrow before he was officially captured and led to the "pen." The game was repeated and those who were animals became

A Party For Children

hunters and vice versa. The hunter capturing the most animals was given a pair of moccasins as a prize.

Muskrat and Musk Ox

Next followed a game of Muskrat and Musk Ox. The players were divided into two groups of equal size. They formed two parallel lines, back to back, with a space of about a yard between them. One line was designated Muskrats and the other Musk Oxen. Each line faced a set goal placed about twenty-five feet away.

When the leader called out "Muskrats" this entire line of players rushed forward and tried to cross their goal, or safety-line, before the Musk Oxen could face about, run after and catch them. When the leader called "Musk Ox" that line fled, the other going in hot pursuit. Any player who was caught had to go over to the other side. The side having the most players at the end of fifteen minutes won the game.

This game was made thrilling and intense by the leader drawling out the word "M--U--S--K," keeping the players in both lines breathless with suspense.

Arrow Hunt

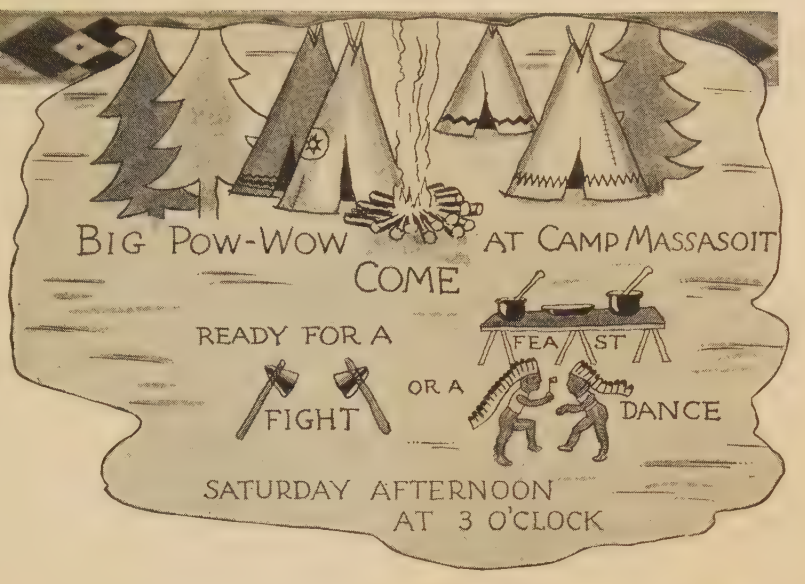
Big Chief Strong Arm gathered his tribe about him and told them to search for arrows hidden in the grass, the bushes and low-swung branches of near-by trees. A prize was awarded to the keenest pair of Indian eyes. The trophy was a package of candy wafers tricked up like a totem-pole. Each contestant, however, received a tomahawk cut from cardboard and covered with crepe paper.

The possession of these war-like weapons started an enthusiastic and impromptu war dance. The air became filled with the blood curdling whoops of would-be scalpers as, to the beating of tom-toms, the dancers circled around the now burning camp fire.

The Feast

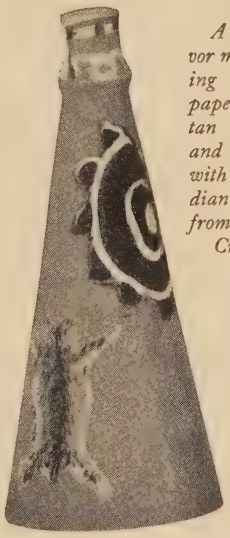
By this time the fagots had burned down to glowing embers, just right for cooking the savory bacon, the young green corn and sweet potatoes that comprised the Indian feast.

Laughing and out of breath, the braves and maidens dropped on the ground beside the fire while a squaw passed slices of toasted bread for bacon "sides." These were served from an Indian basket lined with green leaves and decorated with berries. For dessert each Indian had half a cantaloupe filled with ice cream and a slice of cake to boot. *Continued on page 36*



Invitations to an Indian Pow-Wow written with red and blue ink on tan paper. The sign pictures give a hint to the guests of what they may expect

A package of candy wafers tricked up like a totem-pole. The package is covered with yellow crepe paper and decorated with Indian symbols cut from blue, red and green papers



A wigwam favor made by covering an ordinary paper horn with tan crepe paper and enhancing it with typical Indian designs cut from Decorated Crepe Paper

Red, green, yellow and blue crepe paper feathers form the gorgeous war bonnet worn by an Indian brave cut from Decorated Crepe Paper and used to adorn a blowout

How Many Candles Are On Your Cake

A Few Suggestions for Birthday Parties

BY VIRGINIA CANTLIN

"OH, I stopped having birthdays *long* ago!" Happily no one ever really believes this strictly adult phrase. For find, if you can, anyone from two to a hundred and two years old, who does not secretly enjoy being surprised with a party on his natal day.

With children the surprise element is secrecy wasted —they demand parties as their rightful heritage— "Who ever heard of a birthday without a party!"

A Birthday Party for the Very Young

BY VERY young, we mean the tender age of two or three. Of course the mothers, as well as the babies, must be invited; you will need their help in many ways.

For invitations, pink or blue correspondence cards may be cut into the shapes of pairs of mittens and tied together with narrow satin ribbons. On one mitten write the invitation and on the other paste a snapshot of the youthful host.

To entertain the infant guests, let them sit on the floor in a circle and toss bright colored balls in their midst. By all means see that there are an equal number of balls and babies or "Bedlam will break loose."

You may fasten cuddling string dolls and stocking kittens on ribbons and let them dangle in a doorway to within easy reach of eager arms; the children will play contentedly, swinging the toys back and forth. Later these same dolls and kittens are to be untied and given to the babes to be taken home as favors.

Instead of the usual birthday cake, make a Jack Horner pie of pink crepe paper ruffles pasted around a cardboard box. Decorate the pie with figures cut from Mother Goose crepe paper and mounted on cardboard.

Fill the pie with bundles of animal crackers tied to the ends of ribbons. The babies, guided and assisted by parent hands, pull the favors from the pie.

With the animal crackers, serve milk, orange juice, junket, cocoa or any other party tidbit found on the accepted list of baby foods.

To the mothers serve fruit salad, sandwiches and tea.

When Candles Number Six

IT IS quite permissible, when one is six, to be both host and feted. The birthday child holds undisputed sway. His place is the honored head of the table and he it is who cuts and serves the birthday cake.

This ceremony may be made doubly interesting if the names of the host and guests are written on the cake.

Bake the cake in square or oblong pans and frost it in white. Then with colored icing, mark off a piece for each little guest and write her name on it. The center square should be reserved for the name of the birthday child. Surround the cake with a collar of cardboard the top of which is bent out to form a rim. Cover this with frills of colored crepe paper and place the birthday candles in rosebud holders thrust into the cardboard rim. This is not only a charming decoration but prevents the dripping of candle wax on the birthday cake.

A Birthday Shower for a Flapper

INVITE as many guests as there are years to be celebrated and assign to each person one year of the flapper's life, asking her to bring an appropriate gift with a fitting remark written on a birthday card. The gifts and cards are tied on ribbons and arranged on the center of the table, wheel-fashion, with the birthday cake as a hub.

Appropriate gifts and remarks:

1 year old—"Always hungry" (animal cracker)
2 years old—"She throws away her bottle" (cup and saucer)
3 years old—"She has her place at the table" (napkin ring)
4 years old—"She plays dolls" (a doll)
5 years old—"She likes to scribble" (a pencil)
6 years old—"She goes to dancing school" (slipper buckles)
7 years old—"She spends her money" (coin purse with penny)
8 years old—"She writes letters" (box of stationery)
9 years old—"She learns to sew" (thimble)
10 years old—"She reads a book" (book)
11 years old—"She plays the piano" (sheet music)
12 years old—"She fixes up her room" (picture)
13 years old—"She enjoys athletics" (tennis ball)
14 years old—"She has a garden" (flower seeds)
15 years old—"She uses powder" (vanity case)
16 years old—"She is just as sweet as sugar" (box of candy)
17 years old—"She takes interest in the boys" (bag of candy kisses)

A Charming Cover for the Birthday Cake

One glowing candle in the heart of a large pink poppy makes a charming and tactful substitute for the telltale array of twinkling lights that often grace the birthday cake.

A round cardboard box made to fit over the cake is covered with crushed silver paper. The low stick which supports the candle is wrapped many times with black festoons to form a pompon for the center of the flower. Poppy petals made of a double thickness of pink crepe paper are fluted along the edges and glued to the top of the box. The cake is placed on a paper plate surrounded by a frill of pink crepe paper.

An Endless Ring of Happiness

Flowers, real or artificial, may serve as a centerpiece for the birthday party table. The flowers are placed in a flower holder concealed beneath moss in a low, round, cardboard box. The sides of the box are covered with crushed gilt paper and the box is supported on legs made of heavy wires wrapped with gilt paper and bent into scrolls. Letters spelling "AN ENDLESS RING OF HAPPINESS" are cut out of cardboard, covered with gold metallics and fastened around the lower edge of the box.

A Happy Birthday Centerpiece

A birthday cake centerpiece made of cardboard and crepe paper. The foundation is a round box covered with white crushed crepe paper and decorated with garlands of small pastel shaded button roses. To make these roses, roll crepe paper into a slender stick, paste down the edge and flatten on end of the stick to form a rose. Cut the flower off quite close to the end and glue it to the cake. The large rose on the top of the cake is made of a strip of crepe paper folded lengthwise through the center and gathered up to form a rosette. The arch is made of wires and crepe paper and it is fastened to the sides of the cake with spool wire.

My Most Successful Party

By Clara Bow

I FOUND to my chagrin that during the summer months it was difficult to give a successful party, for outdoor activities claimed former tea and dance fans. The men especially were loath to tear themselves away from the golf course and beach long enough to don the "soup and fish." But with the aid of a few athletic helpers, I solved the problem of successful entertaining, by meeting my guests on their own ground.

I sent the following invitation to twenty guests, swimmers and non-swimmers alike:

"You are hereby challenged to an individual swimming meet, Saturday afternoon at three o'clock. Please bring your bathing suit, and be prepared to swim or wade."

Although I used my swimming pool for this particular party, a similar entertainment could be given at any beach. At the appointed hour, the invited guests assembled, and we went in a group to the pool which had assumed a festive appearance. Colored crepe paper streamers hung from wires strung overhead, and gay balloons floated about on the water.

I divided the guests into groups of two, taking care that a non-swimmer was grouped with another non-swimmer. Guests who did not care to enter the water were appointed as "starters," "timers" and "judges" of the meet, and were presented with bright crepe paper sashes, paper and pencils.

I prepared two lists of events as follows, and requested each person to sign up for the events he wished to enter.

For Swimmers (in deep water):

Egg race.
Duck race.
Old clothes race.
Tub race.

For Non-swimmers (in shallow water):

Candle race.
Tub race.
Duck race.

It was the duty of the "starter," the "timers" and the "judges" to see that the races were run off one after another, and the results carefully recorded, giving the winner of each race five points, with three points for second place and one point for third.

In the egg race, the contestants were required to swim across the narrow end of the pool, balancing an egg in a spoon. For the duck race, those who participated seated themselves at the edge of the pool. Upon the signal "go," they plunged into the water, swam across the narrow end and climbed out upon the opposite side to resume a sitting position. The last one to regain the position was eliminated. The contest continued until all save one had been eliminated, and needless to say, the winner was the most agile one of the group, though not the best swimmer. Contestants in the old clothes race were required to slip a coat and skirt over their bathing suits, and thus impeded, swim the narrow end of the pool, climb out and remove the wet garments. In the tub race, those who took part seated themselves in large wooden tubs, and using their hands for paddles, raced across the pool.

CONTESTS for the non-swimmers in the shallow water were nearly as funny as those held in the deep portion of the pool. The duck and tub races were conducted exactly as were the races in deep water, save that in the duck race, contestants waded across the pool instead of attempting to swim. For the candle race, guests were given two lighted candles, and were required to carry one in each hand across the pool and back without extinguishing the flame.

As soon as the races were finished, individual points were added up, and each contestant compared her score with that of the person with whom she had been paired at the beginning of the meet. Those who had defeated

A Swimming Meet

PARAMOUNT STAR

their opponents were presented with rubber bathing caps as souvenirs of victory, and those who lost were awarded packages of "Life Savers."

THE presentation of a ten-minute water pageant, "Red Ridinghood," was the riotous climax to the fun. A small girl who knew how to tread water was recognized as Red Ridinghood by the red rubber cape that she wore over her bathing suit, and by the basket she carried in her hand. Little Red Ridinghood plunged into the water and started off for her grandmother's house—a raft floating at the deep end of the pool. The grandmother, a fat man in a nightgown and boudoir cap, was lying on the raft propped up by pillows. Red Ridinghood stops on her way to pick water lilies and meets the wolf—an expert swimmer wearing an animal mask. The wolf goes on ahead of Red Ridinghood and devours the grandmother before Red Ridinghood can reach her. The devouring of the grandmother is accompanied by much splashing and struggling but, finally, the grandmother sinks beneath the surface of the water and swims underwater to the edge of the pool. As the wolf is about to overpower Red Ridinghood, woodcutters rush in and save her.

WHILE this pageant does not sound especially interesting upon paper, it was a perfect scream and really was very easy to present. It doesn't take much of a cast to produce; five average swimmers who know how to tread water will have no difficulty in taking the various parts. The only equipment required is a cloak and basket for Red Ridinghood, a white cap and nightgown for the grandmother, an animal mask for the wolf, hatchets and tree branches for the woodcutters to carry, a raft and some pillows for the grandmother's house.

OF course, a swimming party is sure to keen up appetites and I had a generous supply of cheese and pepper sandwiches on hand, which I served with hot chocolate, fruit salad and salted nuts.

To make cheese and pepper sandwiches, cook 1 tablespoon of butter with 2 tablespoons of chopped green pepper and 1½ tablespoons of chopped onions for three minutes, stirring them constantly. Then add ½ cup of cooked tomatoes from which all liquor has been drained, and cook for five minutes. Next add ¾ pound of cheese cut in small pieces, ¾ teaspoon of salt and a dash of cayenne pepper. Stir this mixture until the cheese is melted, then add 2 tablespoons of cream and one egg beaten slightly. Cook two minutes. Cool and use as a filling for rye bread sandwiches.

A successful swimming party may be given at a river, lake or ocean beach, and may be as simple or as elaborate as the hostess desires. If the party is held on the beach, huge umbrellas will provide shade. An additional "party" effect may be gained by decorating boats in which musicians may be stationed to furnish music while the swimming meet is in progress.

And the way that we did it was this—

An Exchange of Party Ideas

Conducted by Betty Somerville

HAVE you been to a party, a bazaar or entertainment that seemed just a bit different from the others—a trifle gayer, perhaps, with more colorful decorations; brighter, merrier games and stunts? If so I am sure that the readers of the Party Magazine would enjoy hearing about it. Address your letter to the Betty Somerville's Exchange of Party Ideas. All suggestions published will be paid for at the regular rates.

A Rainbow Party

THE invitations were written with violet ink on pale blue correspondence cards. Across one corner a rainbow was painted with water colors and beneath this arch was the following verse:

> Come hunt for gold, 'tis lovely spring,
> With flowers and birds and everything.
> The time is now, the place is here,
> The rainbow arch is shining clear.
> And bags of gold are hidden, too,
> At every rainbow's end for YOU.

When the guests arrived they were each given a book made of several sheets of heavy, colored paper tied together with bright ribbons. A small pencil was added to their treasures. When all the guests were ready the hostess announced that a different contest was written on each page of the book. The first contest was the dressing of a paper doll in bits of crepe paper, lace doilies and flower seals. The doll and necessary materials were found in a large envelope attached to the first page. Tubes of paste and scissors were given to every group of four people. The dressed dolls were then replaced in the envelopes, pages turned and the second contest begun. For this, three minutes was allowed to list, in their proper order, the colors of the rainbow.

Ten minutes was allowed for the third game. Here the highest score was given to the person who could write the greatest number of words using the letters in the phrase, "Rainbow's end."

The fourth contest was guessing the names of perfumes. Five small bottles of flower scents were numbered and passed, one at a time, from guest to guest. Each one took a sniff and wrote down the name of the flower she thought it to be. The odors were familiar but a bit confusing to identify.

The fifth page had the names of birds (twelve of them) with the letters jumbled. These were to be arranged properly before ten minutes elapsed.

The books were collected and marked while the hunt for gold was in progress. Each guest was given a small crepe paper bag and sent on a hunt for gold. These bits of treasure were chocolate disks wrapped in gold foil and hidden about the house. The person finding the most gold was further awarded with a gold pencil.

The supper table was gay with rainbow colors. The favors were tied up in little bags made of different colored crepe paper and heaped up in the center of the table with ribbons leading to the places. These little bags were simply circles of crepe paper edged with gold metallics. The favors were placed in the centers of the circles and tied up with gold cords.

The refreshments were rainbow sandwiches and rainbow ice cream. The former were made by cutting a sandwich loaf lengthwise and spreading each layer with a different colored filling—pimento cheese, chopped watercress, hard boiled egg, orange marmalade and chopped stuffed olives. Then the loaf was well wrapped in wax paper and placed in the ice box for several hours before being sliced. Fruit punch with floating bits of grated orange rind (gold dust) was served with the sandwiches. The brick ice cream was made to order in six colors.

—D. B., Bayside, Long Island.

Centerpiece for a Kitchen Shower

MIRANDY was a clever maid despite her wooden head. She was created for the bride-elect out of many kitchen helps. Mirandy's features were drawn on a wooden spoon fastened to a dish-mop; kitchen forks were her capable hands; one foot was a wooden spoon, the other, a soap-shaker. Mirandy wore a dish-cloth shawl, underskirts of tea towels and a dust cloth underblouse.

The hostess found her "the life of the party" especially when she presented her application for employment.

Mirandy's Application

I'm looking for a place to stay
And so am headed out your way;
I hope that I have not delayed
Too long to be your kitchen maid.

They call me Miss Mirandy-Ann
Who works as hard as any man.
Although I may not look so smart
I know right well each kitchen art.

To scour and scrub, alas! 'tis true
That all good housewives this must do;
I'll spare you, lady, all this work,
Be your staunch friend and never shirk.

When things "burn on" you need not fret;
My bandeau stands the worst gas jet—
Just keep it in the kitchen-kit,
My able helper, mystic-mitt.

My gown will wipe things shiny bright;
I'll polish up with all my might—
You'll never say, "Oh, what a pity!
You can't keep clean in this blame city."

And, oh, I'll dust so thoroughly
That not a black speck will there be;
You'll find that ne'er will I demur
At polishing the furniture.

I hope that I will make the grade
And be your little kitchen maid.
I know you'll find me *awfully* handy.
Your ever faithful friend,
Mirandy.

—L. S. C., Jackson, Mich.

An Eastern Star Whist Party

We thought that we would vary the usual bridge party by having what we called a "Surprise Whist." Four hands of whist were played at each table before progressing, and each hand was played in a different manner. For example:

1st Hand—
The winners give their scores to the losers.

2d Hand—
The first four cards are dealt face up and the player with the highest card names the trump.

3d Hand—
Six cards are dealt face up. The remaining seven are held in the hand. The dealer makes the trump.

4th Hand—
The first trick goes to the losers.
Hearts are trumps.

Each table had its own set of rules which were printed on a card and left on the table for each new couple to read and abide by.

A short program of music, readings and stunts was given by a group of chapter members. One of the most outstanding and humorous numbers was a "Reuben-Rachel" drill. The costumes were ingeniously planned to represent both men and women. Golf knickers, overalls, dress suits and pajamas were used as foundations over which half-dresses were worn. These were ordinary dresses with the left sleeves slipped into the right sleeves and the dresses basted down the sides from shoulders to hems. During the march someone sang the song "Reuben and Rachel" found in the book "Songs, Shouts and Stunts" by Elizabeth Finn.

—F. W., Wellesley, Mass.

A Thimble Party

The following invitations were written on squares of white cloth (Fruit of the Loom):

This white square of cloth does invite you
To spend a few hours with me.
Bring your needle and thread and thimble,
And we'll chat o'er a cup o'tea.
Whether rain or shine I'll expect you
To knock at my door about three.

When the guests arrived I gave them six-inch squares of plain white muslin and requested them to use their own thread, needles and thimbles for the following contest:

Make the following samples, allowing three minutes for each one.

1. Fagot Stitch
2. Lazy Daisy Stitch
3. Wheat Stitch
4. Hem Stitch
5. French Knot
6. Shadow Stitch
7. Seed Stitch
8. Couching
9. Darning
10. Button Hole
11. Wallachian (Blanket Stitch)
12. Kensington (Feather Stitch)

The prize given for the neatest work was a package of Royal Society sewing materials.

For the next game I passed around two-inch squares of various materials, each one marked with a number. I told the guests to write down on paper the names of these materials. I found that very few could name them correctly. The materials were:

Nurse's Cloth, Galatea, Lawn, Crinoline, Batiste, Organdie, Percale, Cheviot, Chambray, Tarlatan, Cheese Cloth, Burlap, Voile, Sateen, Dotted Swiss, Unbleached Muslin, Jersey, Crepe de Chine, Velour, Poplin, Silk Muslin, Ratine, Whipcord, Tulle, Net, Calico, Linen.

For favors I made thimble dolls dressed in crepe paper. I stretched white crepe paper over wads of cotton and stuffed them into thimbles to form the heads, then covered the thimbles to resemble bonnets. I drew the faces with India ink and made the arms of wires like the sketch.—R. F. L., Winter Park, Fla.

THE CENTER

BRIDE AND GROOM

Three boxes, their sides covered with silver metallics, form the steps on which stand the kewpie bride and groom dressed in bridal togs of crepe paper. The arch is made of heavy wires padded by many wrappings of crepe paper and decorated with flowers, maline and a paper bell

A CARNIVAL DOLL

The full crepe paper skirt conceals a wire globe containing a battery and string of Christmas tree lights. The bulbs are centered in colored pompons which trim the skirt. The doll is fashioned of crepe paper and wire and fastened to a cardboard disk cut to fit the top of the globe. Favors may be placed in the globe and fastened to the ends of narrow ribbons

BASKET

The foundation of the basket, a square cardboard box, is covered with rows of small pointed petals made of pink, blue, yellow, heliotrope and salmon crepe paper. The handle is made of heavy wires wrapped with heliotrope crepe paper and laced, together with silver ribbons. The dainty flowers are strips of pointed petals gathered around daisy centers. A diaphanous bow of pink and blue maline decorates the handle

T YOUR TABLE

LIBERTY BELL

A bell-shaped frame of wire is covered with bronze crepe paper, adorned with an eagle cut from decorated crepe paper and hung over the center of the table. The eagles on the table are mounted on wires, the ends of which are bent into flat spirals to form bases. A large cut-out of Uncle Sam is mounted on a cardboard cone covered with ruffles of red, white and blue crepe paper

A CLOWN DOLL

A mountebank doll with a mailing tube body, a crepe paper head and wire arms is dressed in blue and yellow crepe paper and mounted on a cardboard circle covered with ruffles of green and orange crepe paper. The face is drawn with India ink. The animals are toys

STORK

The body of the stork is cut from cardboard, padded with cotton and covered with strips of pointed crepe paper feathers. The bill is wrapped with strips of yellow crepe paper until it is the proper thickness. The legs are made of three heavy wires wrapped together with yellow paper. The ends of the wires are spread apart and secured to a cardboard circle covered with ruffles of blue and pink crepe paper. Swinging in the pink bundle is a celluloid baby doll

Giving the Men a Chance

A Hilarious Burlesque Bathing Girls' Revue and Beauty Contest

BY BEATRICE PLUMB

AS an impromptu evening of fun at your summer hotel or camp, why not try a Bathing Girls' Revue with the men of the party being the whole show?

PRETTY GIRL POSTERS advertising the affair should feature Beauty unadorned save for the briefest of bathing suits, and the question "Who Will Be Miss Lakeview House?"

Below print the following:

"Was *this* the face that launched a thousand ships?"
Is *this* the type with which a man absconds?
Do gentlemen like roguish eyes and lips?
And do you think they're STILL preferring blondes?

We wish to have these questions settled right.
Important facts like these we ought to know;
So won't you come and help, on Ladies' Night,
To choose the cutest cutie in the show?

Finish your poster by printing LADIES' NIGHT AT LAKEVIEW HOUSE in the lower left-hand corner, BATHING GIRLS' REVUE AND BEAUTY CONTEST in the opposite corner, and the day, date, time and place of the party in the middle.

Posters that are to have an indoor position, such as in a store window, club room or on a lobby table, can be held by a couple of Kewpie dolls dressed in the gayest of bathing toggery.

The Stage Setting

THE HALL OF BEAUTY can be made to resemble a scene like a regular Beauty Show as much or as little as you wish. Your chief requisites are a platform, an announcer with a real or fake megaphone, a piano and a pianist with a sense of humor and the ability to "vamp" to anything the "beauties" try to sing. A black back-drop against which the "beauty line" could pose would do more than anything else I know to make a regular show of it!

If you have no curtain, an improvised one can add to the fun if managed by the "sweeties." Two sheets are pinned over a wire in such a way that they can be easily parted and drawn back for an act, and at the end closed again by the sweeties, a boy and girl who are absorbed in one another to the exclusion of all else. Each is responsible for the drawing back and together of *one* curtain. At the beginning of the show, they stand hand in hand, gazing into each other's eyes. The bell clangs for the curtains to be drawn back. They do not hear it. It clangs louder. Still they hear nothing but Love's Sweet Song. A stage manager comes and shakes them angrily. They come to earth with a bang. They part reluctantly, while the piano plays "How Can I Bear to Leave Thee?" And, since each is clutching a curtain with the disengaged hand, of course the curtains part with them. Separated by the length of the stage, they pine visibly. But absence only makes the heart grow fonder and when, at the end of the act, the bell clangs for the curtains to be closed, they meet again with joy and embrace while the piano plays "Auld Lang Syne" or a popular love song. They stand in the center of the stage while the scene is being changed and then, at the sound of the curtain bell again, repeat their previous business.

Selecting the Entrants

GLORIFYING THE AMERICAN GIRL may be Ziegfeld's particular job most of the time, but on this occasion it is up to a discreet committee to round up the men and stand over them with a club, if needs be, until they have donned their respective costumes. Women's bathing suits are borrowed for the occasion. The beauties are also provided with fetching wigs or bathing caps, Chinese parasols and garters. If wigs are not obtainable, the hair can be combed straight down over the forehead and pasted in place, then a wide crepe paper ribbon fastened around the head and tied in a coquettish bow.

When all is ready, the announcer strides onto the stage with a line of patter about the lovely girls who are about to appear. Then the music strikes up and the show is on! As they appear, each contestant holds his parasol over his face and does his utmost to walk gracefully with dainty little steps, while the announcer introduces him by some ridiculous name—Miss Apple Sauce; Signorita Sofapillio, and so on.

After the introductions are over, the "girls" are requested to come forward, one at a time, and as they step up, they raise their parasols and show their faces for the first time, acknowledging with a boarding-school curtsey and a toothpaste-advertisement smile the hoots of delight which come from the audience.

The announcer assures the audience that not only do all the beauties have "IT" but everything else besides. For instance, each has a snappy line of her own and will proceed to show it.

The Program

BEAUTY'S program follows and can be as long and varied as the director wishes or time permits. If the poor men have been dressed to accentuate or contrast their natural type, a mischievous director can have a lot of fun choosing numbers that fit—or don't!—each particular type.

BABY DOLL, for instance, can be some great giant of a man who, both metaphorically and literally speaking, is a man of weight in the community. He has three chins, corns and a contagious chuckle. Put him down for an interpretive dance. Slip a brief, full, ballet skirt of pink crepe paper around his substantial waist, fasten wings of chicken wire upon his shoulders and a wreath of flowers about his jovial brow. Then thrust a golf-stick wand into his hand and a huge crepe paper rose between his teeth—and there you are!

TO piano or Victrola music he blunders around the stage, trying to poise on one toe while the house rocks with uproarious glee.

Getting Her Number

THE modern girl is another funny stunt, listed on the program as "Getting Her Number." Among your men there is sure to be one with provocative eyes and a ready tongue, who will make up well into a "snappy-looking youngster," modern from her ultra haircut down to her rouged knees and beyond! She knows the last thing in dances and slang. The audience finds her engrossed in the important business of making up. All her aids to beauty are enormous. A giant peppermint stick has been wrapped around with silver paper and tipped with red tissue to resemble a lipstick. A huge vanity case is made of two new, shiny tin pans with handles. The two lower handles are tied together to make a hinge. The two top ones are held together with a loop of ribbon slipped through, so that the case can swing from the arm. A puff to fit scatters powder right and left when Miss Modern uses it. From time to time her work is interrupted by the telephone, and the audience, listening to the one-sided conversations, gets a lesson on how the modern girl handles her "sheiks." One after another, they call up to be "dated," babied, squelched, teased or quarrelled with. And all in Milady's choicest line of slang.

An Old-Fashioned Mother

THE home girl hasn't a thing to do but stroll around the stage and look domesticated. She trundles a pushcart which has been remodeled into a baby carriage. The conveyance contains twins—two men dressed in baby costumes, their faces framed in frilly baby bonnets tied beneath their chubby chins. The babies carry rattles and enormous nursing bottles and teething rings. At the end of her perambulations, The Home Girl brings the carriage to a halt in the center of the stage, whereupon the babies break into song, booming out, "Thanks for the Buggy Ride," in deep masculine voices.

The Girl with the Golden Voice

THE talented girl is one of those trick stunts in which audiences delight. A rehearsal or two may be necessary. You will need a clever pianist, a girl confederate who has a good voice, and a screen behind which she can hide. The piano and player remain in view of the audience. The announcer calls The Talented Girl to the stage and gives out the name of the song to be rendered. Something classical should be chosen. The pianist plays the introduction and the big man in girl's clothes opens his great mouth as though singing. A beautiful voice fills the room and *Continued on page 35*

A Sea-Going Party

How to Provide a Novel and Delightful Evening of Entertainment

BY MARJORIE M. LAFLEUR

SUPPOSE the Postman brings you the following invitation, printed on yellow paper, in a yellow envelope:

RADIOGRAM

S.S. GOOD FUN
ON THE HIGH SEAS

SAIL WITH US ON OUR NEXT VOYAGE
Your town TO HAPPYLAND
DANCING ON "C" DECK
ALL "B" DECK RESERVED FOR SPORTS
SUPPER SERVED IN THE DINING SALOON

POINT OF EMBARKATION	SAILING DATE
PIER 60	8 P.M.
ELMWOOD CLUB	AUGUST 10

Can anything short of a broken leg keep you away?

Upon entering the club on the fateful evening, you are confronted with a large sign on the cloak-room door:

LADIES' LOCKER

STOW YOUR WRAPS HERE

and, of course, a similar sign on the "Gentlemen's Locker."

THE familiar "social hall" has lost its identity completely, and has become the promenade deck of a large transatlantic liner. One wall has a porthole every eight or ten feet. (These may be round pieces of black cardboard twenty inches across, and if surrounded by tiny circles of the same to represent bolt heads, will be quite realistic.) Doors leading to other rooms will be marked DINING SALOON, LOUNGE, ETC. Chairs, if possible canvas deck chairs, line up invitingly under the portholes.

The opposite wall is truly a work of art, for one looks across the ship's railing directly out to sea. The railing, three feet high, is formed of a lattice work of two-inch strips of white crepe paper tacked to the wall and topped by a heavy rope of braided paper. It is evening. The wall above is covered with dark blue crepe paper. The upper half has silver stars scattered about and an enormous golden moon is partly obscured by gray clouds. A large anchor at one end of the railing and several round white (cardboard) life preservers hung at intervals along it give one a comfortable feeling that the crew is prepared for any emergency.

Upon entering the hall one is given a card, one side of which says:

Ticket No. 9876

Space for Name

JOY LINE TO HAPPYLAND
S.S. GOOD FUN

and on the other side:

KEEP THIS CARD FOR TABLE RESERVATIONS
APPLY TO SECOND STEWARD
IN DINING SALOON

SITTING TABLE SEAT

A notice posted several times about the hall reads:

RULES AND REGULATIONS

IMMEDIATELY upon boarding the Ship, Passengers must apply to Second Steward in the Dining Saloon for Table Reservation.

First Sitting .....5 bells (10.30)
Second Sitting.....6 bells (11.00)

A bugle will be blown for both sittings.

The Joy Line Company will not be responsible for property left unguarded by Passengers. An Elimination Dance will be held on "C" Deck at 4 bells of the Evening Watch (weather permitting). Smoking is prohibited in the interests of the safety of all on board.

The Ladies are warned not to believe anything told them by Officers of this Ship. Officers are all practised in the Art of the Fish Story. Do not leave money, jewels or other valuables with the Purser. He is no better than you are. Dogs, Parrots and other Pets belonging to Passengers may be left in the Captain's quarters on the Bridge. He has nothing to do in the long night watches and will be glad of their company. Upon the Ship's arrival at Port, the Bandsmen will play "My Bonnie Lies Over the Ocean" as a signal for debarkation of Passengers. These Rules and Regulations are subject to Change without Notice at the discretion of the Commander.

Hastening to comply with the first regulation, the Passengers hunt up the Second Steward, who assigns each to a seat and marks the proper figures in the spaces provided on the Reservation card given out at the door.

Again seeking the deck, they find that it is divided into two parts, one end being roped off for games. The lights at this end are bright white ones, while over the larger space for dancing are strings of colored bulbs hung rather low. A large sign at the bright end says: "B" DECK—and one with "C" DECK is suspended over the dancers. An orchestra in regulation sailor uniforms provides music.

The Telescope Dance

SEVERAL stunt dances are introduced to keep things moving and to mix the crowd. The one that starts a riot of fun is the "telescope cut-in" dance. The music suddenly stops. The leader of the orchestra steps forward and, selecting two couples at random, presents them with paper telescopes. He announces that the lucky holder of a telescope may cut in and dance with any partner who looks good to him, relinquishing, of course, the coveted telescope to the one he has bereft—"BUT," he adds, "the men and girls holding the telescopes when the music stops must give an exhibition horn-pipe dance. What a wild scramble this starts! All formality is swept away as frantic maidens and fear-stricken men race around the room seeking to rid themselves of the fatal telescopes.

Elimination Dance

WHEN the elimination dance is held, balloons are tied to the wrists of the girls and the men try to burst the balloons as they pass them in the dance. This is quite a stunt, for at the same time they must guide their partners safely from the path of others bent upon the same mission. As soon as the balloon is burst the couple must leave the floor. The man and girl last to leave are presented with a steamer basket of fruit and candies.

On Deck

ON "B" deck, several games are in progress. Quoits is a good one and easy to obtain. Shuffleboard is also a very popular game on shipboard and many gymnasiums now boast at least one set, which might be borrowed.

Deck tennis is great fun and easily arranged. The net is only about eight feet long, and hung higher than in lawn tennis, so that its top is nearly shoulder level. The court is marked as always, but much smaller, the first line being three and a half feet from the net and the serving line two feet back of the first. Instead of racquet and balls, one throws a quoit (wound with flannel to make it easy on the hands). This must be thrown straight, without being twisted. The regular tennis counts apply. A sailor should be "on deck" to teach these games.

In the Lounge

IN THE lounge we find card tables and chairs for those who prefer less strenuous entertainment than deck tennis and dancing. The bridge fiends may gather together their clan and indulge in their favorite sport. Written games and contests may also be played and at each table pads of paper and pencils will be found as well as suggestions for playing the games of "Cruise" and "Character," either one of which is delightful amusement for a group of friends.

Cruising

EVERYONE takes an imaginary cruise. This is a variation of the old game "Consequences." Papers and pencils are distributed and each person writes his name at the top of a sheet of paper, folds it down just far enough to conceal the identity, and passes the paper to his right-hand neighbor. Someone reads the following list of questions and after each one has written an appropriate answer the papers are folded over and passed along the line. Of course no end of amusing inconsistencies will crop out because no one ever sees the preceding answers.

Questions for the "Cruise"

WHAT WAS—

1—The date and place of sailing?
2—The steamer?
3—The line?
4—The most interesting acquaintance on board?
5—The most thrilling event?
6—The first thing you said when land was sighted?
7—The place of landing?
8—The first thing you bought?
9—The worst thing you ate?
10—The thing you missed the most?
11—The first questions you were asked?
12—The cablegram you sent home?
13—The gift you brought home?
14—The first person to greet you?

When the cruises are ended the narratives are read out loud. This is no end of fun.

Character Reading

TWO decks of cards are used for this game. One deck is dealt among the players and the other deck is placed face down on the table. The dealer asks the first question, "Who is the brightest?" As he asks this he turns up the first card of the deck which is placed on the table. If the card happens to be the ace of spades, the person holding the other ace of spades modestly calls out "I am!" The second question is equally flattering, "Who is the most generous?"—oh, it is a most delightful game! But wait—some of the questions are not so honeyed—"Who is the biggest fusser?" A meek voice answers, "I am."

There are fifty-two characteristics—one for each card in the deck. The fifty-two questions are as follows:

WHO IS—

1—The brightest.
2—The most generous.
3—The biggest fusser.
4—The best cook.
5—The most amusing.
6—The most affectionate.
7—The most bashful.
8—The keenest wit.
9—The most naive.
10—The best dancer.
11—The hardest to please.
12—The luckiest card player.
13—The best looking.

Continued on page 36

Games and Stunts For Your Parties

Matching Dance Partners

SMALL English, French, Italian and American flags are distributed among the girls. Each man is presented with a card bearing the name of a city or town belonging to one of these four countries. If the town written on the card should be Naples, the man must seek a partner who carries an Italian flag; if it should be London, he hunts for a girl with an English flag. At each encore, partners are exchanged but only between cities of the same nation.

Arranging Letters—An Amusing Stunt

PASS out slips of paper and pencils. On each slip write the following letters:

D–E–J–N–O–O–R–S–T–U–W

Announce that a few minutes will be given the contestants to arrange the jumbled letters into just one word.

At the end of the set time ask who has succeeded in doing as you directed. The likelihood is that there will be very few, if any. The answer is "Just One Word," which is exactly what you told them to write.

Tally-Ho

THE words in the right-hand column are to be filled in by the guests.

If a tally is	it acts
Cruel	brutally
Decorative	ornamentally
Harmful	detrimentally
Intellectual	mentally
Unexpected	accidentally
Changeable	temperamentally
Emotional	sentimentally
A means to an end	instrumentally
A basis or foundation	fundamentally
Full of life	vitally
Complete	totally
A total abstainer	teetotally
Excellent	capitally
Very superior	transcendentally
On trial	experimentally
Aside from the main point	incidentally
A matter of life and death	fatally
Bound to die	mortally

Fortune Pairing

FORTUNE pairing is a unique and delightful way of learning one's fate and finding a supper partner as well. The names of articles found in pairs or generally associated with each other are written on pink and blue cards. For instance, cup would be written on a blue card and saucer on a pink one. The girls choose from the pink cards, the men from the blue cards.

The different couples find their places at the table by cards containing the names of the pairs of articles. An appropriate fortune is written on each card.

Pairs of Articles	*Appropriate Fortunes*
Cup and Saucer	Spinsterhood and bachelorhood
Hook and Eye	A wedding in the near future
Sugar and Cream	An approaching love affair
Collar and Tie	You will soon be collared and tied in marriage
Knife and Fork	You will meet your fate at a dinner party
Two Spoons	A new sweetheart
Broom and Dustpan	You will sweep everything before you
Ring and Finger	An engagement
Butter and Eggs	You will live on a farm
Needle and Thread	You will always be busy
Pepper and Salt	You will quarrel with your better half
A Pair of Shoes	You will travel in strange lands
A Pair of Gloves	You will be unlucky in love
Nickels and Dimes	You will be rich and famous
Cat and Dog	You will be petted and quarrel frequently

Swat the Fly

THE players form a circle. One player is chosen to be the "fly," and stands in the center of the circle while the players, holding their hands behind their backs pass a fly-swat from one to another. From time to time someone swats the fly. This must be done very quickly and the swatter must be passed on immediately. If the fly can catch one of the circle men with the swatter in his hand, that man becomes the "fly."

"Poison"—An Outdoor Game for Boys

THE boys form a circle around a pop bottle or Indian club. This object is called "poison." The players, holding each other's hands, try by pushing and pulling to cause members of the circle to overthrow the "poison." When one has done that, he becomes poisoned and must leave the circle. The last one remaining in the ring is voted the winner. This is a strenuous game thoroughly enjoyed by boys.

Low Bridge

THE guests are told that before they can play any "high bridge" they must show what they know about "low bridge," and each is presented with the following verse. The words italicized are left blank and filled in by the guests. Ten minutes is allowed for this stunt and a small prize given to the person who has filled in the most blank spaces correctly.

DUMB DORA says:
A *heart* is an organ for pumping blood,
Just as she learned in school,
A *club* is a kind of stick,
And a *spade* is a garden tool.

A *diamond* is a precious stone,
A *suit* is something to wear,
A *trump* is a good fellow,
And a *trick* is a sort of snare.

A *slam* is a very mean remark,
Deuce is an exclamation,
A *take-out* means a date,
And a *bid* is an invitation.

A *double* is nothing more
Than someone who looks like you,
An *ace* is an aviator,
And *honors* are his due.

Now, why will she play *bridge?*

Interviewing Celebrities

THIS is an excellent game for welcoming strangers and getting acquainted.

Each man is provided with paper and pencil and directed to interview the girl present about whom he knows the least. He must write up a short sketch of her life, describe the clothes she wears and give a general description of her personality. After this, the girls take their turn at interviewing the men. The papers are collected and read while each person guesses who the interview is about. The best guesser is awarded an inexpensive prize such as a telephone list, address book or pencil.

Getting a Rise

THIS is an amusing stunt which can be played on any audience. During the intermission of the show, the Master of Ceremonies announces that the actors would appreciate a contribution towards their expenses. "Everybody who will give $10.00 please rise." Nobody gets up. Then the Chairman says, "Will the orchestra kindly play the 'Star Spangled Banner'."

The Invisible Artist—a Trick

THE performer picks up a small oblong tray which he shows to the audience, allowing them to see that it is a perfectly plain black tray with just a thin gold line round the edge by way of ornament. Onto this plain tray he then pours a quantity of Dennison confetti.

"Now," says the conjurer, "I am going to ask my invisible artist who always goes about with me, to make a picture for you out of the confetti. Adolphus, do your stuff."

The performer makes a few passes, then, emptying the loose confetti off the tray, he turns the tray towards the audience, when to everybody's surprise a colored picture is seen completely filling the tray. The picture is apparently made of confetti stuck to the tray.

The Secret. The tray is an ordinary one of tin or papier maché. The picture is already on the tray but hidden from view by a piece of thin cardboard enamelled black on one side, or covered with black shiny paper. This piece of card fits loosely inside the rim of the tray and when in position appears to be the bottom of the tray. The other side of the cardboard flap is covered with newspaper.

The easiest way to prepare the picture on the tray is to cut out a pattern from a sheet of Dennison printed crepe and paste it to the tray. A few pieces of confetti can be stuck lightly to the picture, red pieces on the red part, blue on the blue part and so on to strengthen the impression that the entire picture is made of confetti. Of course, by choosing a picture with very little detail and composed of broad masses of color, it would be possible to make the picture by pasting cuttings of paper to the tray, but the trouble involved is hardly worth while.

How to Present the Trick. The tray stands on the table with the flap in position, concealing the picture. A folded newspaper is also laid on the table, and a bag of confetti.

Pick up the tray, keeping the flap from falling off by pressing on it with the thumb of the hand that holds the tray. Show both sides and draw attention to the fact that it is blank. Now turn to the table and pick up the bag of confetti. If you hold the tray in your left hand and have the table on your right side you will find it a simple matter to hold the tray for a moment with the bottom facing the audience and allow the loose flap to drop off onto the newspaper. It remains unnoticed here owing to the fact that the reverse side of it is covered with newspaper.

Hold the tray fairly high now as you pour the confetti onto it. Spread the confetti well out to cover the picture and you may then safely take the tray around, spreading the confetti about as you do so. After making passes, tip the loose confetti onto the newspaper, where it will cover the flap you dropped from the tray, and exhibit the picture. Owing to the fact that the loose confetti covers the flap on the table and also the fact that the flap is covered to match the newspaper on which it rests, it is now quite safe to allow anyone to come up to the table to inspect the picture, if you wish to do so.

Articles Required:

One plain tray.
One pattern cut from a sheet of Dennison Crepe and pasted to the tray.
Piece of card cut to fit into the tray and covered with newspaper on one side, the other being painted to match the tray.
Bag of Dennison colored confetti.
A newspaper.

Cool Foods for Hot Days

By ALICE BRADLEY
Principal, Miss Farmer's School of Cookery

Note: This school is nationally known as an authority on cooking and household technique. Training is given for home and vocation through short Ten Weeks, Eight Weeks Intensive, Six Months and One Year Courses. For information, address Miss Bradley at 30 Huntington Avenue, Boston, Mass.

THE hostess who loves to have frequent informal parties and has to do most of the work of preparing the menus will find it a help to make use of things which can be prepared in the morning and that will require very little effort when it is time to serve them. A number of the following recipes will lend themselves nicely to a program of morning preparation and simple afternoon or evening serving.

AS A dessert on a hot day, whether in the house or out of doors, fruit is always welcome and suitable. When it is daintily prepared and is not only cold but also shows a tray of crushed ice beneath it, it is most alluring.

Compote de Fruit Frais

(*Stewed Fresh Fruit*)

In saucepan put
2 cups sugar and
4 cups water. Boil five minutes, add
6 pears, skin removed, stem left on. Cook until soft without losing shape. Drain. To syrup add
3 slices fresh pineapple cut in halves. Cook until tender and drain. Add
3 apricots peeled and cut in halves. Remove when tender. In another saucepan put
¾ cup sugar and
1½ cups water and
1-inch piece of ginger root. Boil five minutes, add
3 small apples pared, cut in halves and cored. Cook until tender and drain. Chill fruit thoroughly. Arrange the fruits on a large silver serving dish and pour syrup around the fruit. On a silver tray the same shape but somewhat larger than the serving dish, make a mound of very finely crushed ice and sink the dish of fruit into it. Arrange a spray of fine vine or tiny flowers around the base of the tray.

A VARIETY of appetizers of decided flavor may be easily arranged and made attractive if one plans to have all the materials necessary on hand. Serve as a first course.

Assorted Hors d'Oeuvres

For each person arrange symmetrically on individual plates the following appetizers:

¼ cold stuffed egg on
Small heart leaves of lettuce
1 small sardine
1 narrow strip of toast with
Anchovy fillets or anchovy butter
1 olive
1 tiny radish. A cornucopia of thinly sliced
Smoked salmon with or without a bit of caviar in the center
A small inside stalk of celery, raw or braised, with a savory stuffing in groove
⅙ of a lemon and a sprig of parsley as a garnish.

Egg Club Sandwich

Spread one slice
Toast with creamed butter and cover with a
Lettuce leaf spread with
Mayonnaise dressing and on top of that lay
1 hard cooked egg cut in slices. Cover with thin slices of
Tomato and then lay on
3 pieces of bacon cooked until crisp and cover with another slice of
Buttered toast. Garnish each sandwich with a
Lettuce leaf holding
Russian dressing.

Porch Menu

CHILLED CANTALOUPE
BROWN BREAD CLUB SANDWICH
BLANC-MANGE WITH FIGS
LITTLE CAKES COFFEE

Brown Bread Club Sandwich

Allow
4 thin slices of brown bread for each person. On each slice arrange
Lettuce leaves. On top of one slice place thinly sliced cold
Cooked ham and, if desired, a hot or cold
Fried egg. On another slice place

Crisp bacon and thin slices of fresh
Tomato. Cover with remaining pieces of brown bread and place a mound of
Mayonnaise in the curve of each lettuce leaf on the top. Place lettuce on individual serving plates. Add
3 stuffed olives and a tiny
Cucumber pickle with a croquette stab in the end. Serve either hot or cold. The fillings may be varied to suit individual taste. Cold baked beans or cheese or egg salad are all excellent used in this way.

FOR a dessert that is not frozen and is an excuse for serving the canned figs which are delicious, try—

Blanc-mange with Figs

Soak
¼ cup Irish moss 15 minutes in cold water to cover. Drain, pick over, add to
2⅔ cups milk and cook in double boiler 30 minutes. Add
¼ teaspoon salt, strain, add
1 teaspoon vanilla and strain again into four individual molds which have been dipped in cold water. Chill and serve with
Preserved figs and
Cream.

A Luncheon Menu for Eight

PEACH AND MELON COCKTAIL
CREAMED CHICKEN IN CROUSTADES
GREEN PEPPERS STUFFED WITH EGG PLANT
TOMATO, CHEESE AND OLIVE SALAD
RUSSIAN SANDWICHES
FLUFFY CHOCOLATE PUDDING
FROSTED BISCUITS
SUGARED JORDAN ALMONDS
COFFEE

Green Peppers Stuffed with Egg Plant

Pare a small
Egg plant, cut in ⅔-inch cubes and cook until soft in a small amount of boiling salted water, then drain. Melt
2 tablespoons butter, add
2 thick slices onion chopped fine and cook until yellow. Add
¾ cup cooked rice, and stir and cook two minutes. Add egg plant,
Tomato sauce or canned tomato soup to moisten
½ teaspoon salt and
⅛ teaspoon nutmeg. Remove tops and seeds from
8 green peppers, parboil five minutes and place in muffin pans. Fill with the egg plant mixture, sprinkle with
Buttered crumbs and bake in a moderate oven until crumbs are brown. Shape
8 thick slices bread with large club cutter. With a small round cutter remove the center and toast the bread lightly. Serve each pepper standing upright in a piece of toast.

Tomato, Cream Cheese and Olive Salad

Select
4 large tomatoes and cut a thin slice from top and bottom, then cut tomato in two and place in nest of
Lettuce leaves or on slice of iceberg lettuce. Make a large rose in the center of
Cream cheese mixed with
Cream or French dressing and seasoned with
Salt. Make a border of chopped
Ripe olives around the cheese and put a dash of
Paprika on the cheese.

Russian Sandwiches

Season
Caviar with
Lemon juice and
Salt and put between thin slices of
Buttered bread which has been cut in strips or fancy shapes, or use
Russian dressing for sandwich filling.

Fluffy Chocolate Pudding

Melt
2 squares chocolate over hot water and add
½ cup sugar and
Few grains salt. Mix
2 tablespoons cornstarch with
1 cup water. Add
1 cupboiling water, stir and cook until thick and smooth, add slowly to the chocolate and cook 10 minutes. Cool, put in refrigerator until thick and very cold. Beat
1 cup cream until stiff, add
¼ cup powdered sugar and
½ teaspoon vanilla. Mix
¾ of the cream lightly with the chocolate mixture, put in glasses and garnish with remaining cream and
Maraschino cherries.

For a simple, satisfactory porch party try a Brown Bread Club Sandwich hot or cold

This plate of Assorted Hors d'Oeuvres is an excellent appetizer on a hot day

A FUTURIST

MODERNISM has entered even the quiet garden to flaunt its riotous angles of vivid hues in a picturesque and up-to-the-minute setting for the charity bazaar.

The most astonishing decorations are the square winged butterflies and fantastic flowers—the latter growing primly in beds of sand and studding the bushes and hedge. These colorful examples of modern art are fashioned of bright blue, purple, canary, salmon, cerise, jade, silver, gold, red, white and Nile green crepe paper with here and there a touch of black, for contrast. Fortunes are fastened to the stems of the flowers and concealed in the sand and leafy branches of the hedge. The customer pays his money and plucks his choice of blooms.

ANOTHER truly ingenious decoration is the bird bath created out of an old-fashioned umbrella stand (its height increased by a collar of cardboard) and an ordinary wooden chopping bowl. The stand is wrapped with broad strips of yellow crepe paper and adorned with appliqued designs of orange, blue and jade green. The chopping bowl is painted orange and lined with silver paper. Wired to the rim of the bowl is a most spectacular bird, made of a scarlet rubber ball and blue and green cardboard.

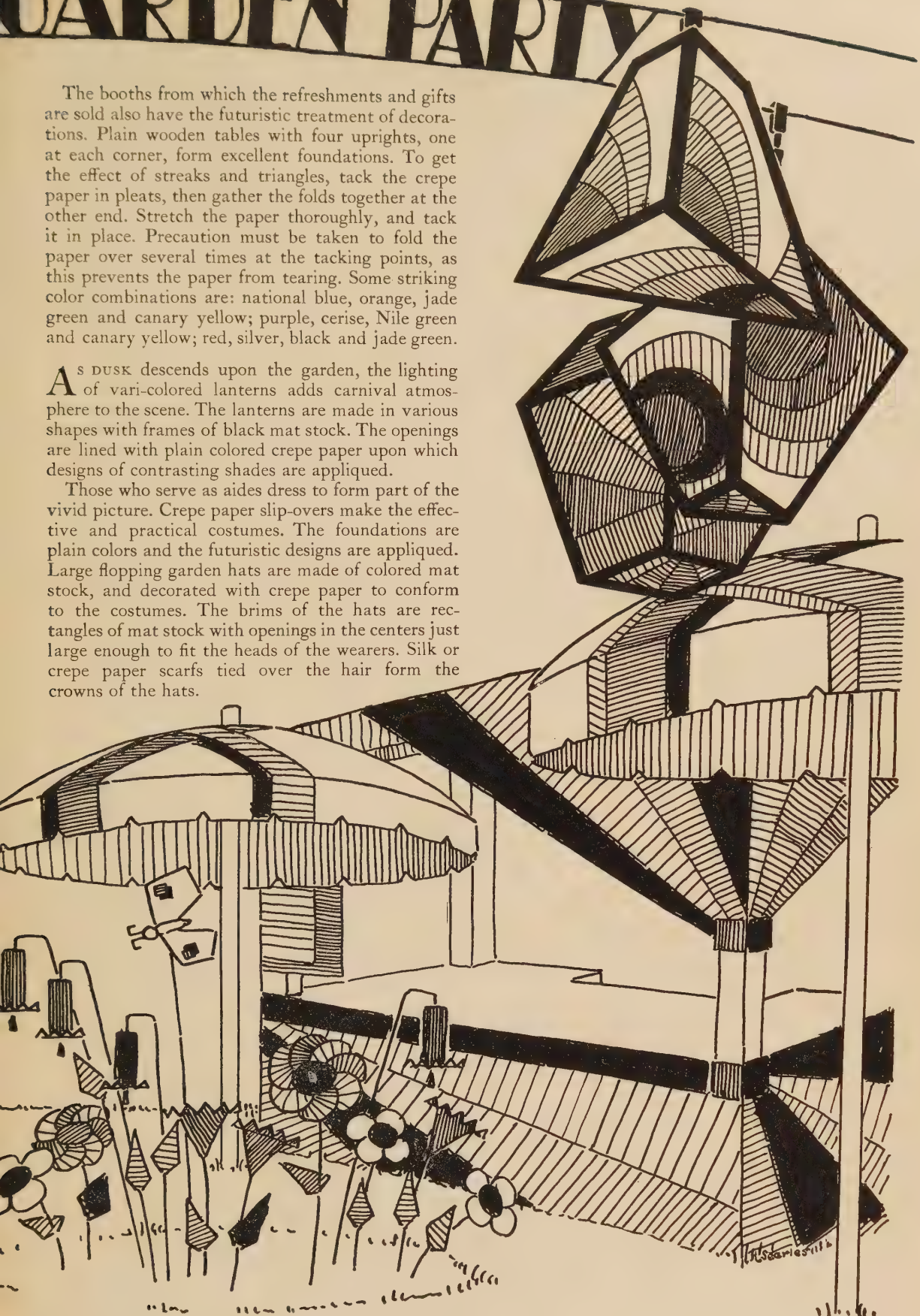
Plain colored, but bright hued garden parasols are given the modern touch by pinning on crisscross bands of contrasting colored crepe paper. The parasols are placed beside groups of chairs—an alluring shelter for those who sit and chat.

GARDEN PARTY

The booths from which the refreshments and gifts are sold also have the futuristic treatment of decorations. Plain wooden tables with four uprights, one at each corner, form excellent foundations. To get the effect of streaks and triangles, tack the crepe paper in pleats, then gather the folds together at the other end. Stretch the paper thoroughly, and tack it in place. Precaution must be taken to fold the paper over several times at the tacking points, as this prevents the paper from tearing. Some striking color combinations are: national blue, orange, jade green and canary yellow; purple, cerise, Nile green and canary yellow; red, silver, black and jade green.

As DUSK descends upon the garden, the lighting of vari-colored lanterns adds carnival atmosphere to the scene. The lanterns are made in various shapes with frames of black mat stock. The openings are lined with plain colored crepe paper upon which designs of contrasting shades are appliqued.

Those who serve as aides dress to form part of the vivid picture. Crepe paper slip-overs make the effective and practical costumes. The foundations are plain colors and the futuristic designs are appliqued. Large flopping garden hats are made of colored mat stock, and decorated with crepe paper to conform to the costumes. The brims of the hats are rectangles of mat stock with openings in the centers just large enough to fit the heads of the wearers. Silk or crepe paper scarfs tied over the hair form the crowns of the hats.



So We'll Be Invited Again

Some Simple Rules That Once Learned Will Make Us Desirable Bridge Party Guests

By Mrs. Prescott Warren

ONE spade. No bid. No bid. No bid. And as the spade bid was ours, we find ourselves the declarer with spades trumps. The crucial moment has arrived. We must pass the test of correct play and make a score which will delight our partner and satisfy ourselves. We now have the two hands to manage. We take the first trick which the adversary on our left has led, and are instantly confronted with the problem of planning our campaign. We must first decide whether or not we should lead our trumps immediately, for the trump attack is the heart of the game.

As a constant reminder we have memorized the jingle:

Lead trumps at once. At any rate
Have some good reason why you wait.

It is well, therefore, to review what we have learned about leading trumps and as hastily as possible go over in our minds the exceptions to the rule.

First—We do not lead trumps if the trump combination is not advantageous from which to lead. That is, if we hold, for example, an Ace-Queen, Ace-Jack-ten, or King-Jack combination, we must try to take a trick with the Dummy hand, thus enabling us to lead the trumps from Dummy to the ten-ace honors in our own hand so that a finesse can be taken against the missing honor or honors. This is the only way that we can hope to prevent the adversaries' trumps from taking tricks.

Second—We do not lead trumps when Dummy can trump losing suit cards which we hold in our own hand. Under this heading comes the cross-ruff, that is, trumping back and forth in both hands. But, of course, we rarely like to use our own strong trumps for trumping. This is called forcing our strong hand. However, the cross-ruff is almost always good play, and we should be ever on the alert to make our trumps separately, if possible.

Third—Do not lead trumps when we hold losing cards in our own hand which can be discarded on winning cards in the Dummy hand. We must, if possible, play so that we can take a trick with the Dummy hand, immediately leading the taking cards from Dummy and discarding from our own hand the losing ones.

We need not hurry to discard the losing cards in this fashion unless we fear that the adversaries will take a trick in the trump suit so that they would be in the lead. In the latter case it would be better to lead the trumps, thereby exhausting the adversaries' trumps before playing any other high cards.

Fourth—We do not lead trumps when Dummy has won the first trick and another trick cannot be taken in Dummy, if there is any suit which should be led from that hand.

Fifth—We do not lead trumps when it is necessary to ruff out a long suit before leading trumps.

Sixth—We do not lead trumps when it is necessary to establish a suit before leading trumps. That is, when the adversaries hold as many trumps as we do, and our outside suit is not established while the adversaries' suit is, our suit must be established before we can afford to lead trumps. We may even have to decline to trump with our strong trump hand until Dummy can come to the rescue.

If we have none of these six reasons for postponing the trump lead, we must lead the trumps for no other reason than that they are trumps.

We are told to lead trumps if we have a good suit to establish. Very well, but if we haven't one of the six exceptions to leading trumps, we lead trumps even if we haven't a good suit to establish. We do not want the adversaries making little trumps against us, as well as the high cards.

We must not only know when to lead trumps, but we must know when to stop. It is rarely correct to lead a losing trump to force a winning trump held by an adversary. Forcing the adversary to play the trump by leading some other suit is usually better play.

We must often resort to a finesse. A finesse is an attempt to win a trick with a card that is not the best one held, nor in sequence with it.

First, we have the simple Ace-Queen Finesse. We play that by leading a low card from the hand without the Ace-Queen and finessing the Queen.

Second, is the Combination Finesse. When we hold the Ace, Queen, Jack, ten, divided between the two hands, we lead the highest card from the hand without the Ace and, if it is not covered, finesse.

Third, is the Ace-King-Jack Finesse. When the Ace with low cards is in one hand, and the King-Jack is in the other, take the first trick with the Ace and finesse the Jack on the second round.

When holding Ace-King and any combination of a suit we never take a finesse on the first round if we can take it later.

Then fourth, we have the Double Finesse. For this play we must hold Ace-Queen-ten or Ace-Jack-ten, and six, seven or eight cards of the suit. With either combination we lead twice from the hand without the honors, in each case playing the ten on the first lead. Then later we again lead to the honors, finessing the next higher honor, reserving the Ace for the third round unless the King is played.

WE MUST never take a finesse of any kind when holding eleven cards of a suit. We take the simple Ace-Queen Finesse when holding ten or a lesser number of cards; we never take a finesse when holding the Ace-King when we have nine cards of a suit. We lead the Ace and King, hoping to capture all the adversaries' cards in the suit.

Finesses are taken with too much timidity by the beginner, and too much assurance by the older player. We must never decline a finesse when winning it would give us game, nor should we take a finesse when losing it might result in the loss of the game. We must always consider what might happen to us if we lost a finesse before rushing headlong into one. "Fools rush in where angels fear to tread."

To warn us, we have the jingle:

Before finessing, count the cost
Of what would happen if you lost.

After all, the objective of any player who is the declarer is game. We are always bidding or playing to make it. We must never be satisfied with any score which is short of game, if the game can possibly be wrung from the cards.

The jingle expresses it:

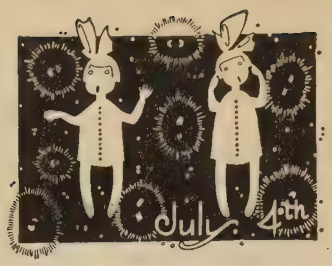
Just making what your contracts bring
Is not enough. The game's the thing.

In the next issue we will discuss the play of the Dummy hand when there is no trump.

Original Favors and a Card Table Marker that the Hostess can make for her Bridge Luncheon

A crepe paper and wire doll bent to form the number of a card table
To be used as a favor or a prize is this box of powder decorated with crepe paper
A package of cigarettes decorated with a King of Clubs cut from a paper table cover

Favors and a table marker for the game of bridge

On the Afternoon  Of the 4th of July

Games and Entertainment for the Children

BY ELIZABETH MELLOT

THERE is a long, long stretch of weary waiting between the first joyous greeting of the day and the eagerly looked for dusk or "pin-wheel" time. Keeping the children happy and contented on the long afternoon of the Fourth is not, however, a difficult task—a few games, favors and the inevitable ice cream will make a gala party of it.

By no means let the children think that the party is haphazard or impromptu. Send them special invitations written with white ink on silhouettes of firecrackers cut from red mat stock and decorated with cordstring fuses.

Have several streamers of red, white and blue crepe paper at hand, and as each child arrives dress him for the "tin-pan" parade. It is surprising how effective a simple sash, cap or regalia can be.

From an array of tin pans, plates, forks, spoons, toy drums, horns and whistles, let each parader select his favorite instrument. Tune and tone matter not to this wandering band, the only requisite is *NOISE*, and plenty of it! Fortunately, for those who watch and hear, the parade is short-lived; but it starts the party off with a bang and delights the children to the nth degree. After the parade disbands let the children play games appropriate to the day.

Red Hot Shooting Cracker

A KNOTTED handkerchief represents the red hot shooting cracker. All the players, except one, sit in a circle. The one in the center then throws the red hot shooting cracker to any of the players who, in turn, tosses it quickly to another, and so on. No one must keep the red hot shooting cracker even for a moment, it must be kept continually on the move. While the red hot shooting cracker is being tossed wildly about, the player in the center must try to get it back into his possession once more. When he succeeds in doing so the player who last threw the red hot shooting cracker must exchange places with him.

Dangerous Fireworks

THIS is another jolly, though quiet game which can be played in a circle.

All the children sit around in a circle while someone who is familiar with the game begins by transferring from his right to his left hand a shooting cracker (or paper rolled to simulate one). After doing this in the most natural manner possible, he passes the same to his neighbor, saying as he does so, "Shooting crackers are very dangerous, but if you will handle this one as I do you will be quite safe."

The one who receives the shooting cracker must proceed in like manner, and so the passing goes on around the line, each person carefully repeating the prescribed words. The catch, however, lies in transferring the cracker from the right to the left hand before passing it to the next one. Anyone failing to do this is ordered out of the game because of careless handling of fireworks which might menace the rest of the players. No explanation of why a person was wrong must be given until the cracker has gone around the circle several times and most of the players have discovered the point.

A Tongue Twisting Game for the Fourth

THE players sit in a circle and someone begins the game by saying solemnly, "One fine freely-flying flag." The person next to him repeats this carefully, and so on around the line. When this statement comes back to the one who started the game, he adds, "Two torturous torpedoes," saying carefully and with great solemnity, "One fine freely-flying flag and two torturous torpedoes." Each in turn repeats this; anyone failing to do so correctly and without laughing drops out of the circle. The game goes on, the leader making the following additions at the proper time:

Three thrice-repeating revolvers.
Four flashing firearms.
Five fifing fifes.
Six sparkling sparklers.
Seven safe samples for a sane and safe Fourth.

The March of the Minute Men

THE players line up at one end of the playing space. The leader is stationed as far away from the players as convenient. He explains to them that they may progress towards him and towards the goal line on which he stands, but they may advance only when his back is turned. It is also required that when the leader turns around and faces the advancing Minute Men they must instantly stop and assume some statue-like attitude.

This pose must be held until the leader again turns his back to the group, when they are at liberty to ad-

vance. The leader should frequently and suddenly turn to his Minute Men, and if he discovers any person in the act of advancing or showing any movement he sends that one back to the starting point. The first of the advancing Minute Men to cross the goal line wins the game.

Whigs and Tories

Two lines are formed—the Whigs and the Tories. The players draw slips from a hat to see on which side they are to play. The lines stand facing each other with a chalk line drawn between them. The players hold the hands of the persons standing opposite them and try to pull them over the line. Any Tory who is pulled over on to the Whigs' territory is taken prisoner and must leave the line. At the end of five minutes the side with the most players on it is called the winner.

Bunker Hill

A low stool is placed in the center of the room to represent the hill. An empty pop bottle is set up on this and a boy from the first group is chosen to defend it. The other two groups are given soft rubber balls which they throw in an effort to knock the bottle over. The defender must not pick the bottle up or catch the balls, but he may try to bat them away with his hand. If he is successful in doing this for a certain number of minutes, he wins a rosette of blue paper. If unsuccessful, the one who knocked it over is given the rosette. He then drops out of the game. A defender from the second group is chosen while the first and third groups throw at the target. The circle upon which the attacking party stands must be far enough back to give the defender a chance. Each player must chase his own ball and return to the line before it is thrown again. Allow only two balls to a group and let them take turns. The game is almost as interesting to watch as to play.

Flag Hunt

Hide quantities of small flags all about the room. Then to music let the children march around the room. Whenever the music stops, the children dash out of the line and hunt for flags. As soon as the music starts again back into the line they must go. The march is continued. At the end of a given time the child who has collected the most flags wins a prize.

Fixing the Refreshment Table

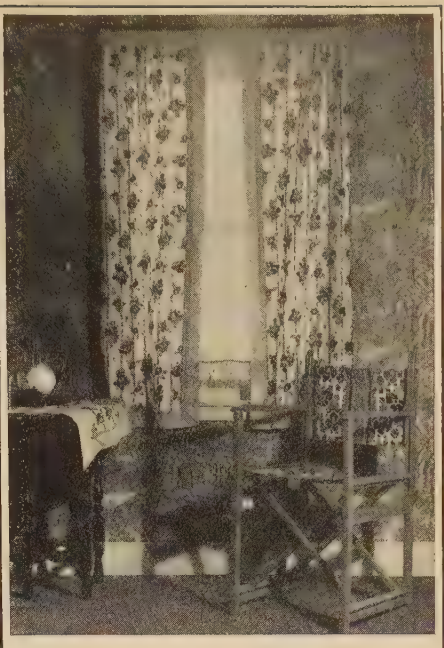
If the day is warm serve the refreshments on the veranda. You may use a red, white and blue paper table cover with napkins to match.

For an appropriate and quickly made centerpiece, roll a sheet of red mat stock to resemble a giant firecracker and fill it with favors for the children. These favors may be bars of sweet chocolate fastened to cardboard shields or bundles of red, white and blue stick candy secured with tinsel ribbons. Make a fuse for the firecracker out of heavy cord or crepe paper rope, and if you wish to surprise and delight the children, fasten a sparkler to the end of the fuse and light it just as the little guests come to the table.

Refreshments

Vanilla ice cream, cake and lemonade are a combination of which children never tire. If possible, try to procure an old-fashioned pointed ice cream server so that you can make little round tents of ice cream. These may be surmounted with small cardboard flags which are especially designed for placing in ice cream. Serve the tents on rounds of firm red jello.

The lemonade may be tinted a pale shade of red with loganberry juice.



Curtains of Crepe Paper

Make Them for Your Summer Home!

YOU will be amazed and delighted with the stunning effects that can be obtained with such inexpensive material as crepe paper. It takes but a jiffy to make these clever curtains which can be pasted instead of sewed.

There are over 80 different designs of decorated crepe paper and 47 plain colors from which to make the right type of curtains for each room in the house—charming, conventional designs with bands of plain colors for the living room—gay, flowered effects for the boudoir or breakfast nook—animals, birds, butterflies and the quaint Mother Goose characters that children love for the nursery or playroom.

Write for the free folder, "Crepe Paper Curtains for the School and Home." Teachers will also welcome the suggestions for decorating the schoolroom windows included in this folder

Dennison Manufacturing Co., Dept. J-A
Framingham, Mass.

Please send me the free illustrated folder, "Crepe Paper Curtains for the School and Home."

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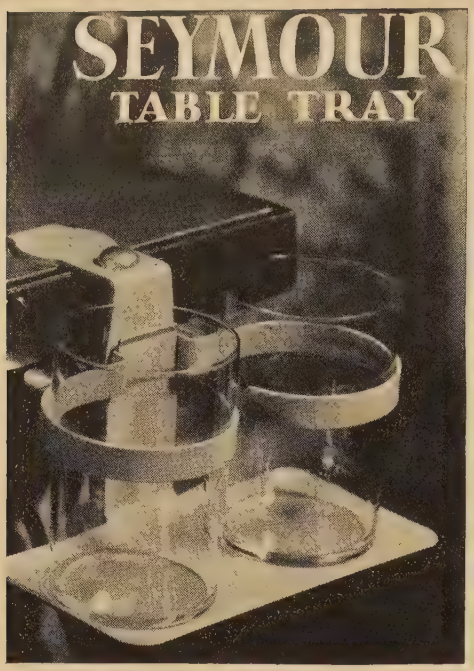


Save Embarrassing Moments for Your Guests

ELBOWS and arms somehow have a singular habit of upsetting refreshing liquids at the bridge table. Thoughtful hosts and hostesses, to prevent these embarrassing moments, provide the novel and convenient Seymour Table Trays which safely hold glasses out of harm's way—leaving the tabletop clear for card playing.

These easily and quickly spring-clamped Trays come finished in Chinese Red, Willow Green and Ebony lacquer harmonizing with the popular table colors. Packed two to a set, to hold four glasses, they make practical and unusual gifts or bridge prizes.

If your stationer, gift shop or department store does not carry them, we will send them direct prepaid upon receipt of money order or check

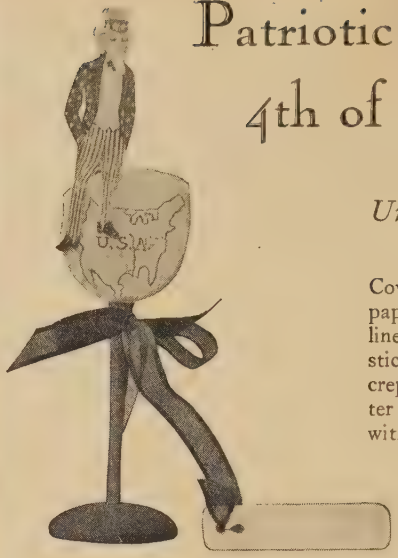
$3.50 Per Pair

(To Hold Four Glasses)

HAND DECORATED
$1.00 MORE

The Seymour Products Company
Seymour, Ct.

Patriotic Favors for the 4th of July Party



Uncle Sam on the Top of the World

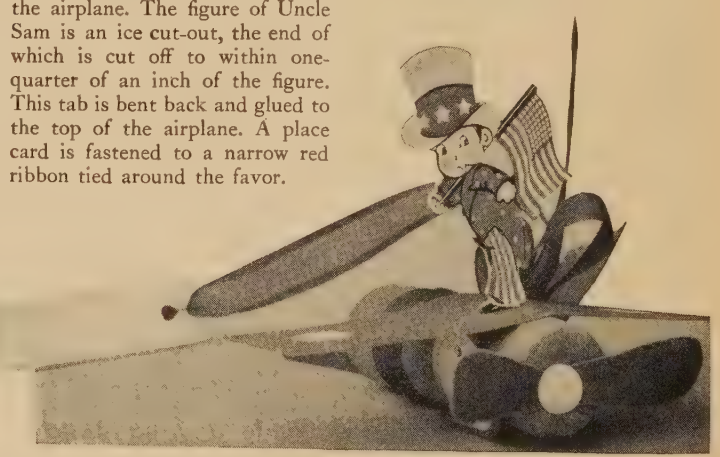
Cover a lollypop with white crepe paper and draw on the rough outline of North America. Wrap the stick of the lollypop with blue crepe paper and place it in the center of a large button mould covered with red crepe paper. Glue a cut-out of Uncle Sam on the top of the lollypop and finish with a bow of narrow red ribbon tied on the stick.

A Doll Favor That Children Will Love

Dress a celluloid doll in red, white and blue crepe paper and place it on the top of a frosted cup cake. Make the skirt of a tucked streamer folded lengthwise through the center. To make the cap, cut a piece of blue crepe paper 2½ inches wide and long enough to fit around the doll's head. The grain of the crepe should run the 2½-inch way (up and down). Paste the 2½-inch edges together and turn it back at the bottom to form a brim. Gather it at the top and tie it with spool wire. Trim the hat with a small gold gummed star and a narrow band of white paper.

A "Life Saver Airplane"

Cover a package of candy Life Savers with blue crepe paper; for a neat finish, paste a circle of the blue paper over each gathered end. Cut the wings and propeller out of bright red mat stock and glue them in place. Paste a circle of white paper on each end of the wings and in the center of the propeller. The wheels are made of small metal rimmed tags glued to the sides of the airplane. The figure of Uncle Sam is an ice cut-out, the end of which is cut off to within one-quarter of an inch of the figure. This tab is bent back and glued to the top of the airplane. A place card is fastened to a narrow red ribbon tied around the favor.



Giving the Men a Chance

Continued from page 21

if the three performers work the trick right, the bewildered audience is kept guessing to the very last note. The talented girl is much moved by the volumes of applause. She weeps a little and attempts an encore. When halfway through, however, her emotions overcome her. Still she sings on while searching desperately for a handkerchief. She hasn't one. She sniffs loudly, and bolts off the stage. *The song goes on.* She rushes back, vigorously using the discovered handkerchief, to finish her encore. She catches her toe in the screen, which falls to the floor, disclosing the real singer.

Taking the Vote

BALLOTING FOR MISS LAKEVIEW HOUSE can be done by secret ballot or by the applause of the audience. If the latter method is your choice, all the beauties gather together for the last number and march around the stage—and hall if possible—singing the "Months and Months" song. If no one knows the tune, hum the words over and the very tum-tum-tum of them will suggest a tune:

We'd like to stay at Lakeview House for months and months and months.
We'd like to stay at Lakeview House for months and months and months.
With all of us together here, we'd never get lonesome once.
If we could stay at Lakeview House for months and months and months.

After the decision is made, "Miss Lakeview House" is awarded a round-trip ticket to Hollywood, while the other disappointed contestants make catty remarks about her behind her back, and then rush forward to kiss her!

Candy Favors that You Can Make for Your Party

Continued from page 9

Birthday Chocolates

DECORATE an ordinary box of sweet chocolate with a rosette of blue satin ribbon and a birthday place card or cut-out.

Candy Box Dog

WRAP a box of peppermints with inch-wide strips of yellow crepe paper. This forms the body of the dog. Make the tail of a six-inch length of No. 9 Wire padded by several wrappings of crepe paper. Bend the tail into shape and slip one end under the paper strips wrapped around the box. Cut the legs and head from yellow cardboard and draw the face and feet with India ink. Add a red paper tongue and a bow of red ribbon. So that the pup may stand on his own feet, wrap heavy wire with yellow crepe paper and fasten it with gummed tape to the backs of the legs. Glue the head and legs to the ends of the box.

Sweet Chocolate Tige and His Box Kennel

MAKE the kennel of a white box 3¼ inches square. Cut an opening in one side for the entrance. To make the roof, cut a piece of red mat stock 3½ inches wide and 6 inches long. Score it crosswise through the center and scallop each short end. Bend it into a peak and glue it to the edges of the lid. Tige is a sweet chocolate pup wrapped with tin foil and tethered by a narrow red ribbon.

As beautiful as porcelain . . . yet but a cent apiece!

These Dixies, decorated with a charming Adam design in blue, are amazingly different from anything you have ever seen. They are especially made for use in the home, to avoid the trouble of washing glasses and to save the expense of broken tumblers and goblets. Packed in convenient 10c and 25c cartons. Stationery, drug, grocery, department and 5-and-10c stores have them in stock or can easily procure them for you. Mail the coupon for free samples!

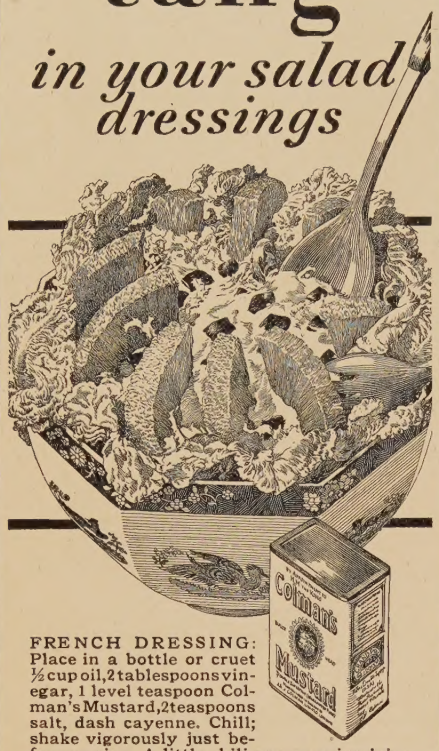
INDIVIDUAL DRINKING CUP CO., Inc.
EASTON, PA.
Original Makers of the Paper Cup

Nowadays they eat and drink from Individual DIXIES

Guaranteed by Good Housekeeping

A livelier tang

in your salad dressings



FRENCH DRESSING: Place in a bottle or cruet ½ cup oil, 2 tablespoons vinegar, 1 level teaspoon Colman's Mustard, 2 teaspoons salt, dash cayenne. Chill; shake vigorously just before serving. A little chili sauce, onion juice, garlic or Worcestershire sauce may be added.

THE brisk, lively flavor of Colman's Mustard transforms familiar salad dressings and teases lazy appetites to life.

Colman's owes its particular pungency to the golden mustard seed that is native to Lincolnshire, England, where Jeremiah Colman discovered it in 1805; and the raising of this precious seed has now become a father-to-son tradition among Lincolnshire yeomen.

FREE: the *new* Colman recipe book *just off the press*. Tells some cookery secrets worth knowing. Drop a post card to J. & J. Colman (U.S.A.) Ltd., Mustard St., Rochester, N.J.

COLMAN'S

By appointment to His Majesty the King

MUSTARD

A Gypsy Party

Continued from page 5

THE SHERIFF'S RAID ON THE CAMP. After refreshments, everything is thrown into an uproar by the sudden appearance of two mounted "sheriffs," who order the entire gypsy band to move on. Fires are put out, properties hurriedly packed, members of the band hustled into waiting cars or van, leaving a deserted camp.

An Indian Pow-Wow

Continued from page 11

After the feast and while the Indians were still squatting around the fire, favors were passed around the circle. There was a wigwam horn for each boy and an Indian head blowout for each girl. The ensuing din was evidence (anything but mute) to a successful day.

A Sea-Going Party

Continued from page 23

14—The most fascinating.
15—The most self-righteous.
16—The most practical.
17—The most humble.
18—The most imaginative.
19—The most athletic.
20—The most aristocratic.
21—The most temperamental.
22—The most graceful.
23—The best natured.
24—The most cynical.
25—The neatest.
26—The most reliable.
27—The biggest movie fan.
28—The most extravagant.
29—The biggest eater.
30—The best pal.
31—The best mannered.
32—The most inquisitive.
33—The best dressed.
34—The greatest flatterer.
35—The bravest.
36—The most considerate.
37—The most outspoken.
38—The most talented.
39—The best authority on bridge.
40—The most tactful.
41—The most emotional.
42—The most charming.
43—The meekest.
44—The most romantic.
45—The most popular.
46—The best manager.
47—The most efficient.
48—The most sincere.
49—The most literary.
50—The best detective.
51—The biggest gossip.
52—The best sport.

Refreshments

AT 5 bells another sailor sounds a bugle and those whose cards are marked "First Sitting" hurry to the dining saloon. Small tables, seating four to eight, are plainly marked with their numbers, as are the chairs. Attractively fashioned table cloths are of sea green crepe paper. The menu, consisting of crab salad, sandwiches, pineapple ice, macaroons and coffee, is printed upon the back of a jolly Jack Tar. Tiny cardboard suitcases for the men and hat boxes for the ladies with red baggage tags marked "S.S. GOOD FUN" are at each place and prove to hold small candies, some of which are peppermint "Life Savers." Stewards in white coats serve the diners and shout "Gangway!" whenever one gets in their way.

When at last the evening is over, the passengers debark with the feeling that they have never taken a more delightful voyage.